



Tutorial on Autonomous Vehicles Technologies for Perception & Decision-Making

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Tutorial @ Institut d'Automne en IA 2018 (IA2 2018)
Campus ISAE-Supaero, Oct 15-19 2018

Autonomous Vehicles Technologies for Perception and Decision-Making

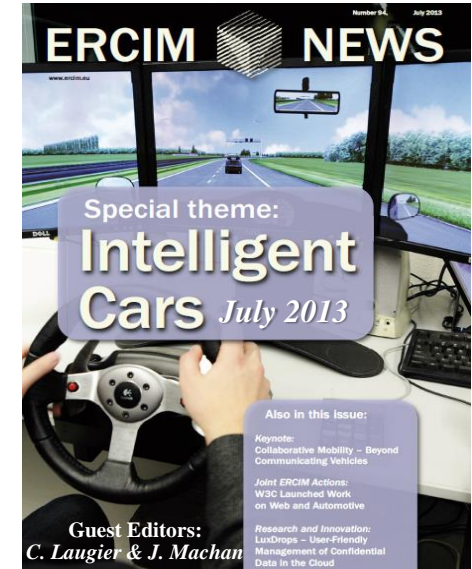
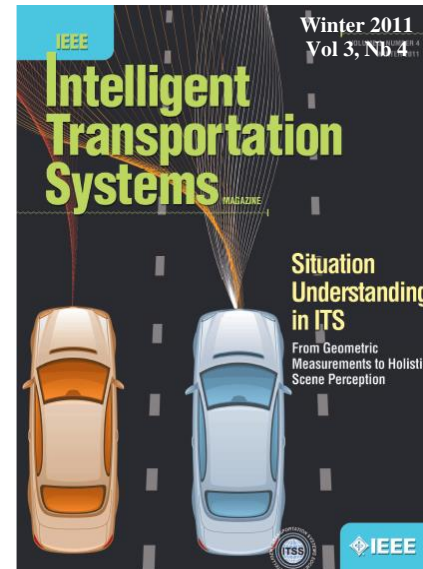
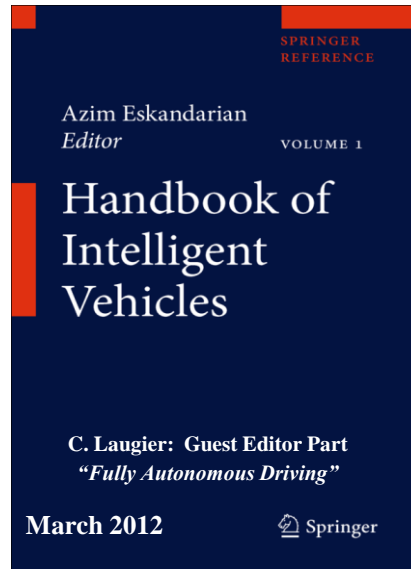
Dr HDR Christian LAUGIER

Research Director at Inria & Scientific Advisor for Probayes and for Baidu China

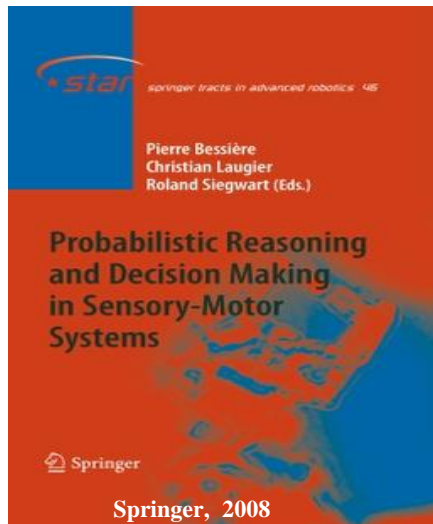
Inria Grenoble Rhône-Alpes, Chroma team

Christian.laugier@inria.fr

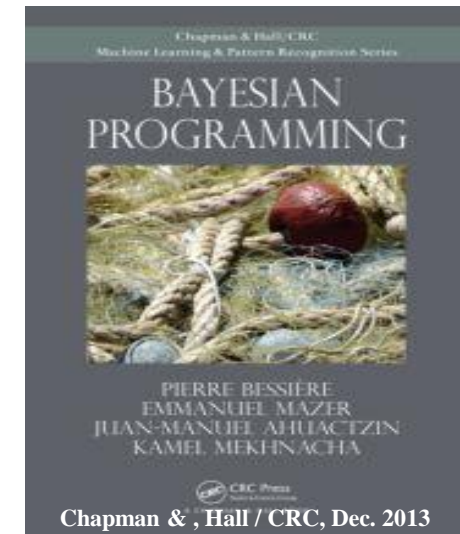




Relevant Literature on Robotics & IV & ITS



IEEE RAS Technical Committee on "AGV & ITS"
Chairs: Ph. Martinet, C. laugier, C. Stiller
Numerous Workshops & Journal Special issues since 2002
=> Membership open



Content of the Tutorial

- ❑ **Socio-economic & Technological Context + State of the Art**
- ❑ Decisional & Control Architecture – Outline
- ❑ Bayesian Perception (*key Technology 1*)
- ❑ Embedded Bayesian Perception & Experimental results
- ❑ Bayesian Risk Assessment & Decision-making (*Key Technology 2*)

Cars & Human Mobility

A current Psychological & Technological breakthrough

A quick on-going change of the role & concept of **private car** in human society !



*Last century => Ownership & Feeling of Freedom
Affective behaviors & Shown Social position
Driving pleasure ... but less and less true !*

*Next cars generation => Focus on Technologies for
Safety & Comfort & Reduced Pollution
Driving Assistance v/s Autonomous Driving*

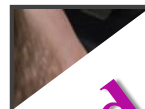
❖ Context

- *Expected 3 Billions vehicles & 75% population in cities in 2050 => Current model not scalable !*
- *Accidents: ~1.2 Million fatalities/Year in the world => No more accepted !*
- *Driving safety & Nuisance issues (pollution, noise, traffic jam, parking ...) are becoming a major issue for Human Society & Governments & Industry*

Cars & Human Mobility

A current Psychological & Technological Evolution

A quick on-going change of the role & concept of **private car**



*Last century => Ownership & Feelings
Affective behaviors & Shown Status
Driving pleasure ... but less safety*

*Modern car generation => Focus on Technologies for
Safety & Comfort & Reduced Pollution
Driving Assistance v/s Autonomous Driving*

❖ Technologies

=> Shared

=>

will change the **mobility habits** of people

carpooling, more ADAS & Autonomy (e.g. Tesla autopilot)

Uber, BlaBlaCar, Robot Taxis (Uber, Nutonomy)...

Market for Automotive Industry

\$120 billions in 2012 & Expected \$261 billions in 2020 (1)

(1) Forecast of the Global Market for ADAS Systems by 2020. ABI Research. 2013.

Autonomous Cars – *State of the Art (~ 30 years R&D)*

❑ Some early results in Europe (80's & 90's)

1986 VaMors (Dickmann, Munich U)

=> First autonomous vehicle on a road (mainly based on CV)

=> Followed by EU project Prometheus



Pioneer work at INRIA in the 90's

- ✓ Autonomous parking
- ✓ Platooning in cities
- ✓ People mover (Cycab)



PRAXITELE



Autonomous Cars – *State of the Art (~ 30 years R&D)*

❑ Some international important Events & Results (*first decade 21st century*)



2004& 2006 Darpa Grand Challenges *High speed & Off-road*

*Significant step towards Motion Autonomy
... But still some uncontrolled behaviors in 2004 !!!*



2007 Darpa Urban Challenge

*97 km, 50 manned & unmanned vehicles, 35 teams
... Impressive progress towards motion autonomy, but still some collisions
(decision-making mainly based on automaton)*



2010 VIAC Intercontinental Autonomous Challenge

*13 000 km covered, 3 months race, leader + followers (A. Broggi)
=> See Spring 2011 IEEE RAM issue for more details*



2011 Google Car project

*Fleet of 6 automated Toyota Prius, equipped with a costly 3D lidar (dense mapping)
140 000 miles covered on California roads with occasional human interventions*

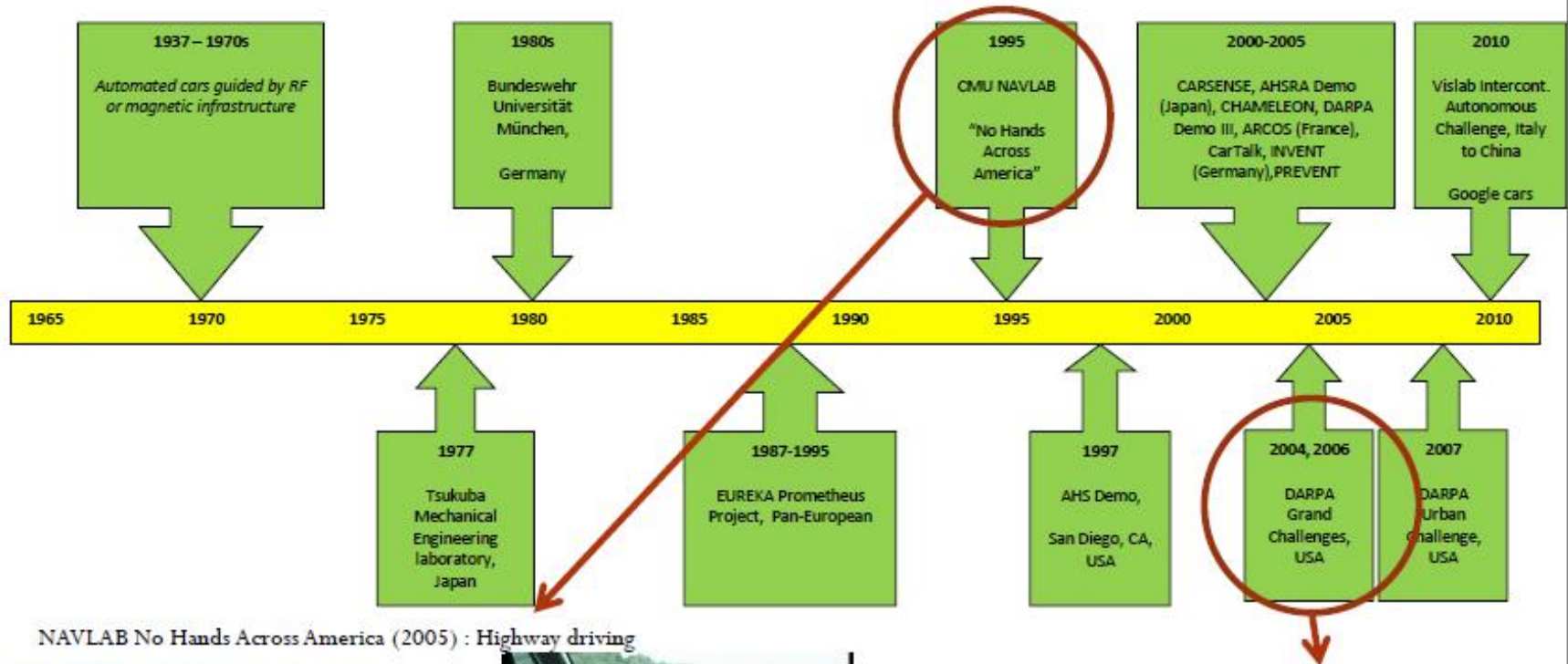
Autonomous Cars – *State of the Art* (~ 30 years R&D)

Credit to Paul E. Rybski, CMU (2010)

The path to Commercial Autonomous Cars: The Darpa Urban Challenge and Beyond



Brief Timeline of Autonomous Cars



NAVLAB No Hands Across America (2005) : Highway driving



<http://www.cs.cmu.edu/af3/cs/project/alv/www/>



http://www.youtube.com/watch?v=skJVV1_4l8E

DARPA Grand Challenge (2004, 2006): High-speed offroad driving



<http://www.cs.cmu.edu/~red/Red/redteam.html>

<http://cs.stanford.edu/group/roadrunner/old/announcements.html>

Autonomous Cars & Driverless Vehicles

- Strong involvement of Car Industry & Large media coverage
- An expected market of 500 B€ in 2035
- Technologies Validation & Certification => *Numerous recent & on-going real-life experiments + Simulation & Formal methods (e.g. EU Enable-33 2016-19)*



Tesla Autopilot based on Radar & MobEye
Commercial ADAS product



3D Lidars & Dense 3D mapping
Numerous vehicles & Millions of miles driven



Cybus experiment, La Rochelle 2012
=> CityMobil Project & Inria



Drive Me trials (volvo, 2017)

- 100 Test Vehicles in Göteborg, 80 km, 70km/h
- No pedestrians & Plenty of separations between lanes



Robot Taxi testing in US (Uber, Waymo) & Singapore (nuTonomy)

=> **Mobility Service**, Numerous Sensors ... *Safety driver in the car during testing*



Millions of miles driven (Tesla, Waymo, Uber...)
Several benign & serious accidents in past few years!
Safety is still not guaranteed!

Safety issues: *Example of the Tesla accident (May 2016)*

❑ Safety is still insufficient (*a false sense of Safety for users ?*)

=> *Still some Perception & Situation Awareness errors (even with commercial systems)*

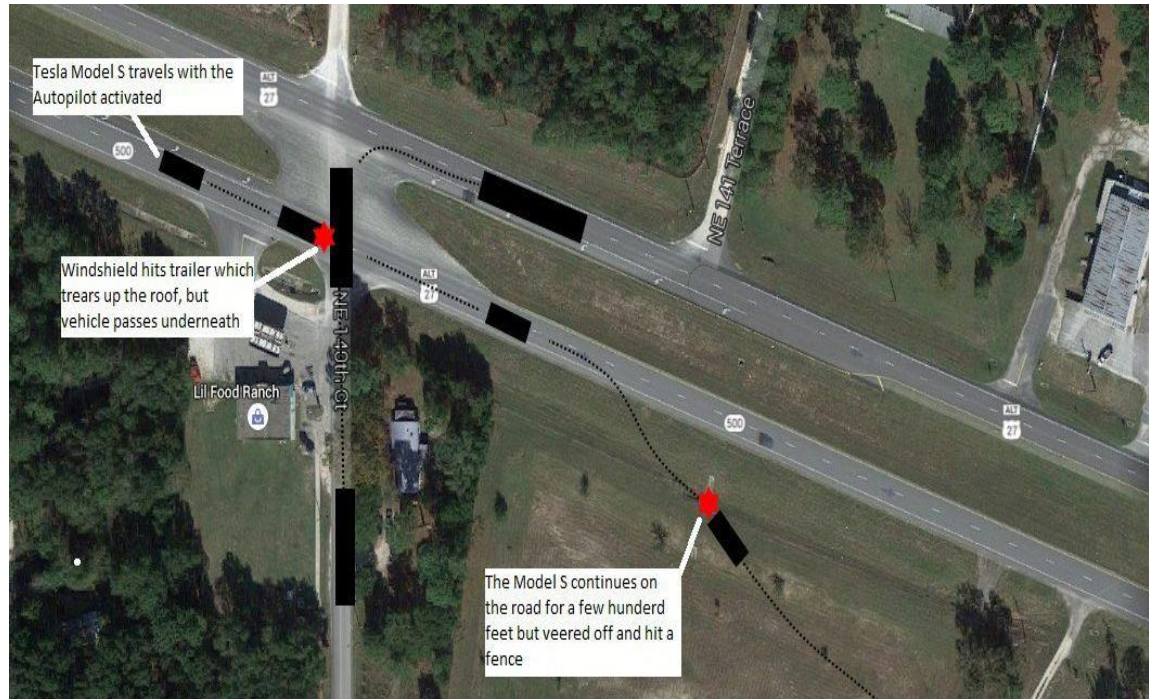
=> *On May 7th 2016, Tesla driver killed in a crash with Autopilot active (and driver not attentive)*



Tesla Model S – Autopilot

Front perception:

Camera (Mobileye) + Radar + US sensors



Autopilot didn't detected the trailer as an obstacle (*NHTSA investigation + Tesla conjecture*)

❖ **Camera** => *White color against a brightly lit sky ?*

❖ **Radar** => *High ride height of the trailer probably confused the radar into thinking it is an overhead road sign ?*

Safety issues: *Example of the Uber Accident (March 2018)*

- ❑ **Self-driving Uber kills a woman in first fatal crash involving pedestrian**
Tempe, Arizona, March 2018
- ❑ **The vehicle was moving at 40 mph and didn't reduced its speed before the crash (collision risk not detected). The Safety Driver didn't reacted**
- ❑ **In spite of the presence of multiple onboard sensors (several lidars in particular), the perception system didn't predicted the collision !**

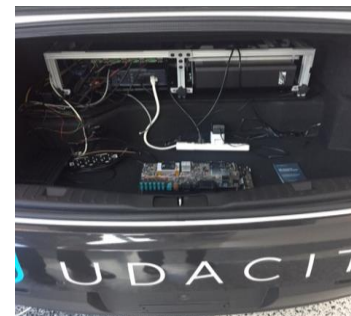


Perception: State of the Art & Today's Limitations

- ❑ Despite significant improvements during the last decade of both Sensors & Algorithms, **Embedded Perception** is still one of the major bottleneck for Motion Autonomy

=> Obstacles detection & classification errors, incomplete processing of mobile obstacles, collision risk weakly address, scene understanding partly solved...

- ❑ **Lack of Robustness & Efficiency & Embedded integration** is still a significant obstacle to a full deployment of these technologies



Lack of Robustness
& Efficiency

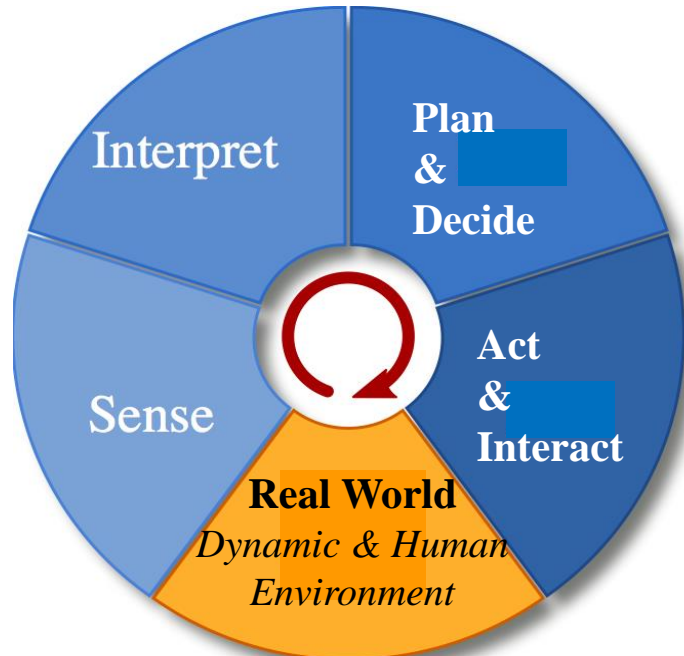
Lack of Integration
into Embedded
Sw/Hw

- Until recently, car trunks was most of the time full of electronics & computers & processor units
- On-board high computational capabilities & dedicated softwares are still required, even if new products currently appear on the market (e.g. Nvidia Drive-PX, Ambarella embedded vision platform ..)

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- ❑ **Decisional & Control Architecture – Outline**
- ❑ Bayesian Perception (*key Technology 1*)
- ❑ Embedded Bayesian Perception & Experimental results
- ❑ Bayesian Risk Assessment & Decision-making (*Key Technology 2*)

Decisional & Control Architecture – *Outline*

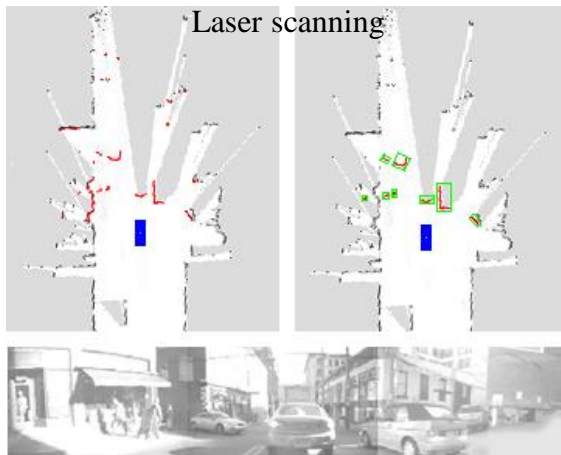
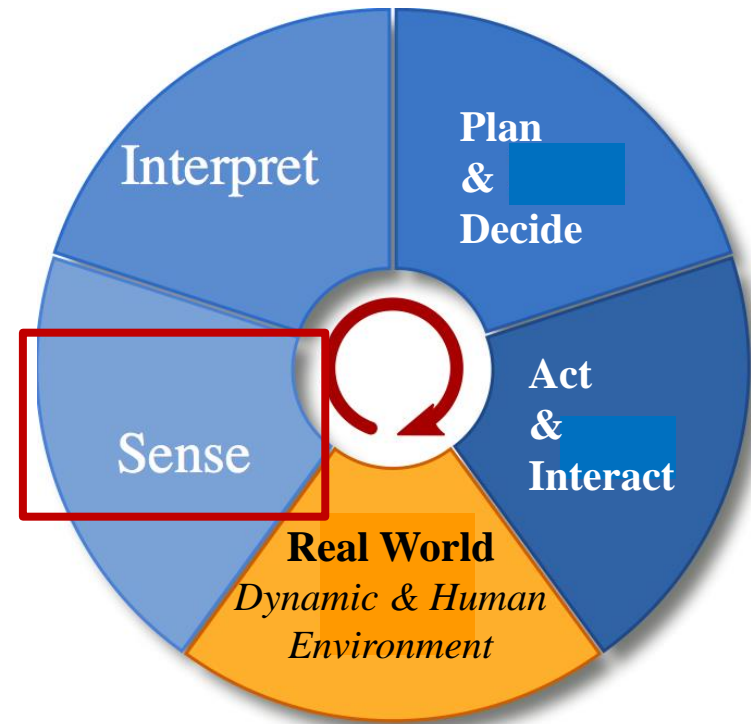


❑ **How to control Robot actions in a Dynamic world populated by Human Beings (under strong real-time constraints) ?**

❑ **Combining & Adapting interdependent functions for:**

- ✓ Sensing the environment using various sensors
- ✓ Interpreting the dynamic scene (using Semantics and Prior Knowledge)
- ✓ Planning Robot motions & Deciding of the most appropriate action to be executed
- ✓ Acting & Interacting in the real world (Safety & Acceptability)

Decisional & Control Architecture – *Sensing*



❑ Objective

Perceive what is happening in the Dynamic Scene using various sensors

❑ Main Difficulty

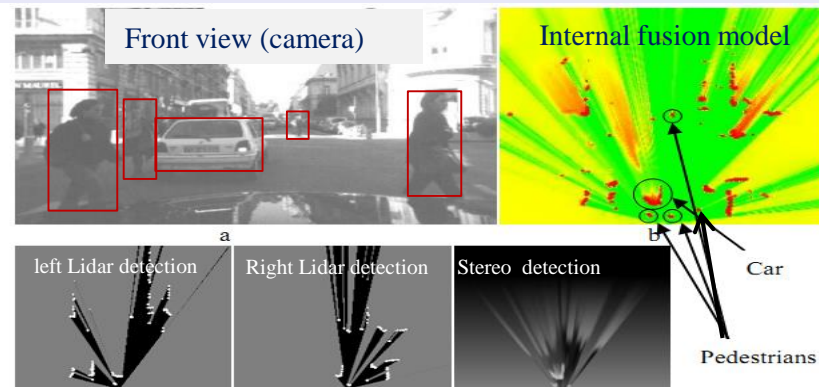
- ✓ Huge heterogeneous sensory data
- ✓ Sensing errors & Uncertainty
- ✓ Real-time processing

❑ Main Functions

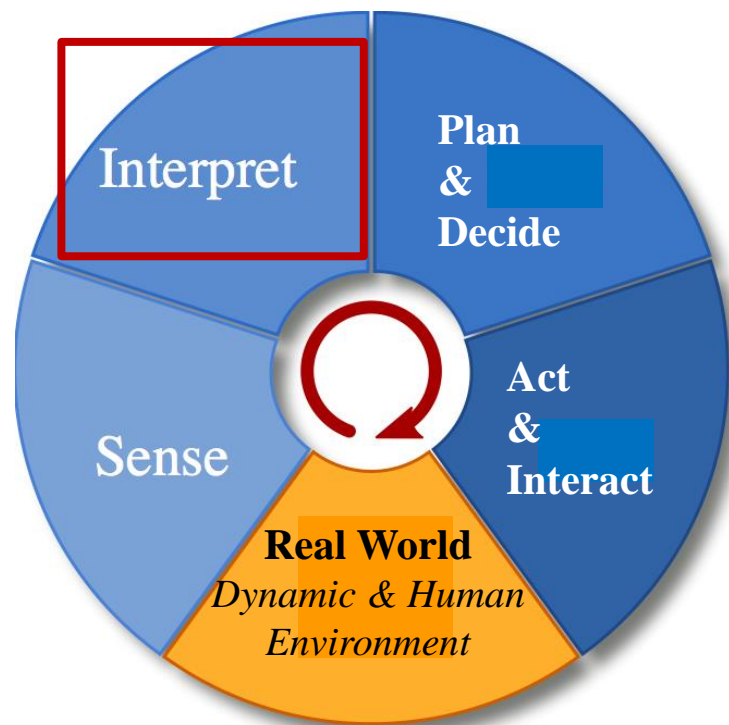
- ✓ Localization & Mapping (SLAM)
- ✓ Static Obstacles + Mobile Objects Detection & Tracking

❑ Main Models & Algorithms

- ✓ Bayesian Filtering
- ✓ Feature based & Grid based approaches



Decisional & Control Architecture – *Scene Understanding*

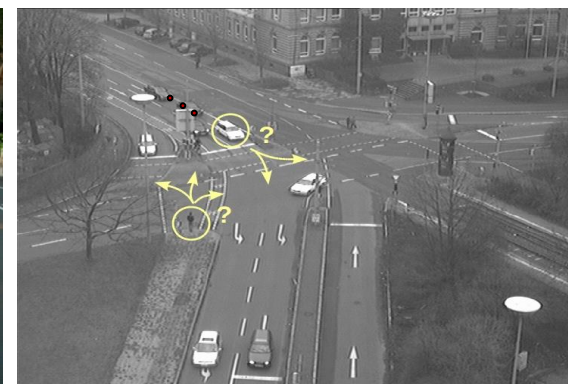
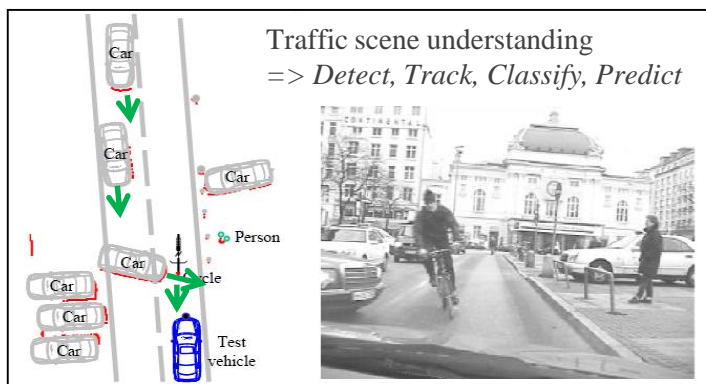


☐ Objective

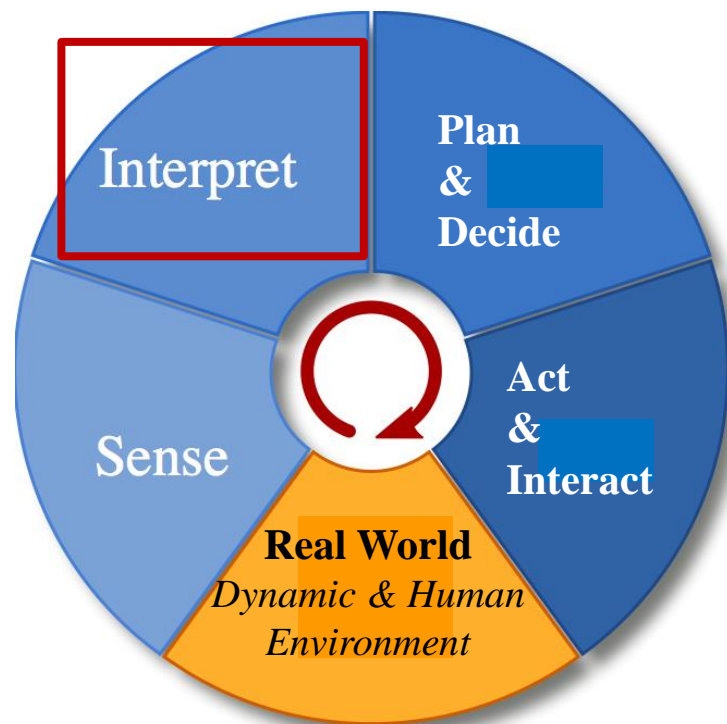
Understand the content of the Dynamic Scene using **Contextual & Semantic knowledge**

☐ Main Difficulty

- ✓ Uncertainty
- ✓ Real-time processing
- ✓ Reasoning about various type of knowledge (history, context, semantics, prediction)



Decisional & Control Architecture – *Scene Understanding*

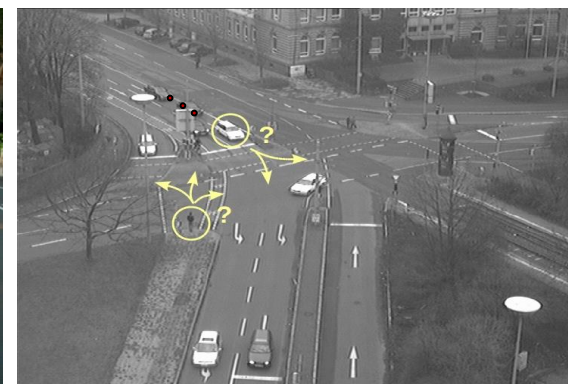
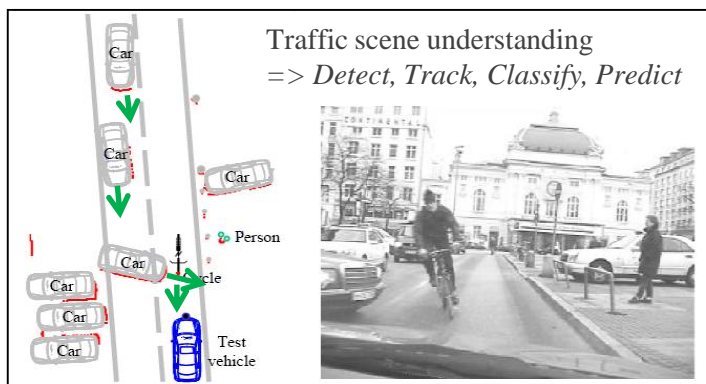


□ Main Functions

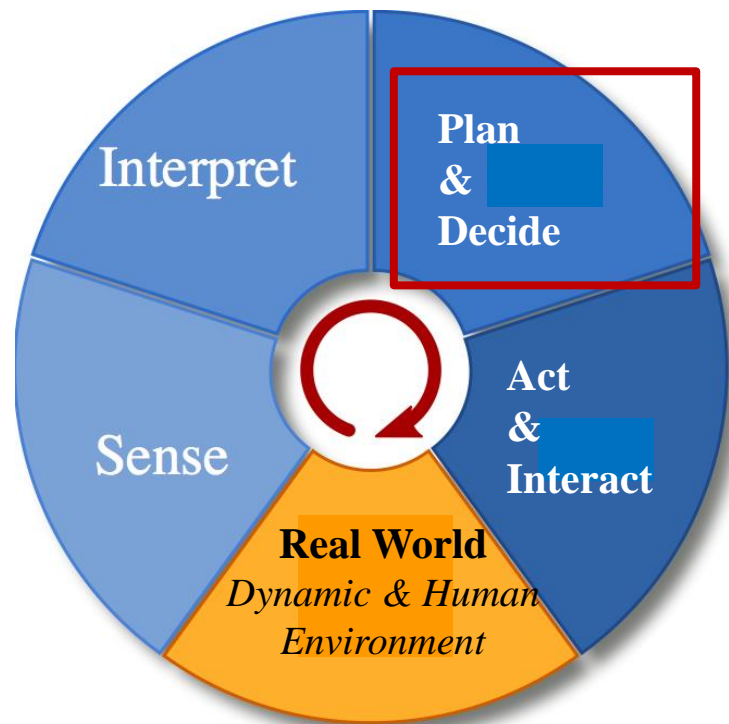
- ✓ Detection & Tracking of Mobile Objects (DATMO)
- ✓ Objects classification (recognition)
- ✓ Prediction & Risk Assessment (avoiding future collisions)

□ Main Models & Algorithms

- ✓ Bayesian Perception Paradigm
- ✓ Behaviors modeling & learning
- ✓ Bayesian approaches for Prediction & Risk Assessment



Decisional & Control Architecture – *Decision-making*



❑ Objective

Planning robot motions & Deciding of the most appropriate action to be executed by the robot (Goal & Context & Risk)

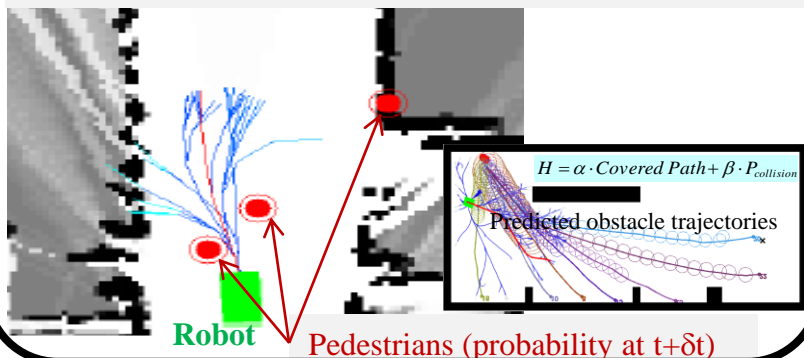
❑ Main Difficulty & Functions

- ✓ On-line Motion Planning under various constraints (time, kinematic, dynamic, uncertainty, collision risk, social)
- ✓ Decision making under uncertainty using contextual data (history, semantics, prediction)

❑ Main Models & Algorithms

- ✓ Iterative Risk-based Motion Planning (e.g. Risk-RRT)
- ✓ Decision making using Contextual data & Bayesian networks

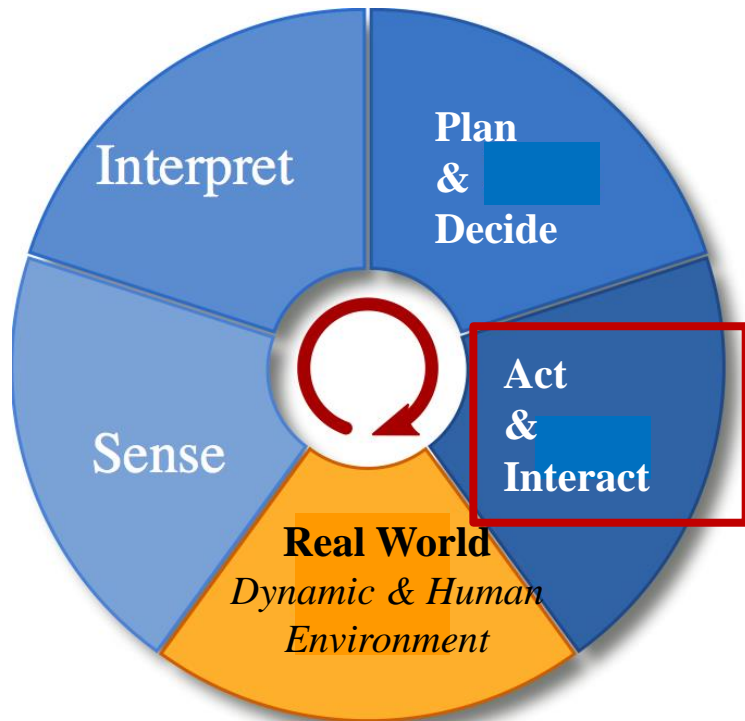
Iterative Motion Planning under Time & Risk constraints



Decision-making (avoiding collision)



Decisional & Control Architecture – *Human Aware Motion*



❑ Objective

Controlling the robot for executing **Safe & Socially Acceptable robot actions**, while taking into account the related **Human – Robot Interactions**

❑ Main Difficulty & Functions

- ✓ Robot navigation while taking into account both Safety & Social constraints
- ✓ **Human in the loop**

❑ Main Models & Algorithms

- ✓ Human-Aware Navigation paradigm (safety & social filters)
- ✓ Intuitive Human-Robot Interaction



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- ❑ **Bayesian Perception (*key Technology 1*)**
- ❑ Embedded Bayesian Perception & Experimental results
- ❑ Bayesian Risk Assessment & Decision-making (*Key Technology 2*)

Embedded Perception: Main features

Complex Dynamic Scenes understanding



Situation Awareness & Decision-making



ADAS & Autonomous Driving

Dealing with unexpected events
e.g. Road Safety Campaign, France 2014



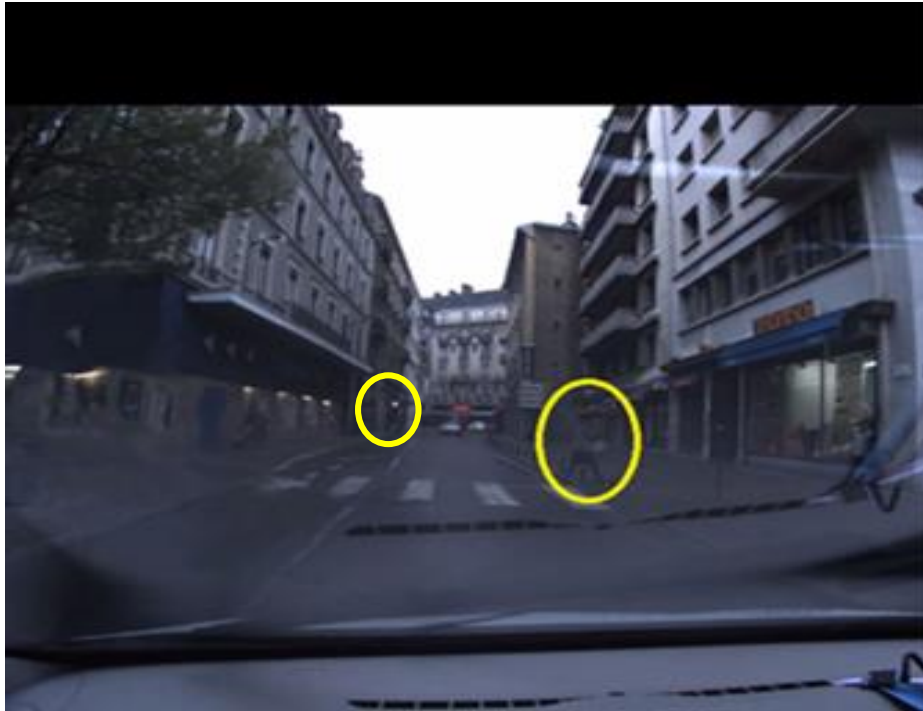
Anticipation & Prediction
for avoiding upcoming accidents

Main features

- ✓ Dynamic & Open Environments => *Real-time processing*
- ✓ Incompleteness & Uncertainty => *Appropriate Model & Algorithms (probabilistic approaches)*
- ✓ Sensors limitations => *Multi-Sensors Fusion*
- ✓ Human in the loop => *Interaction & Behaviors & Social Constraints (including traffic rules)*
- ✓ Hardware / Software integration => *Satisfying Embedded constraints*

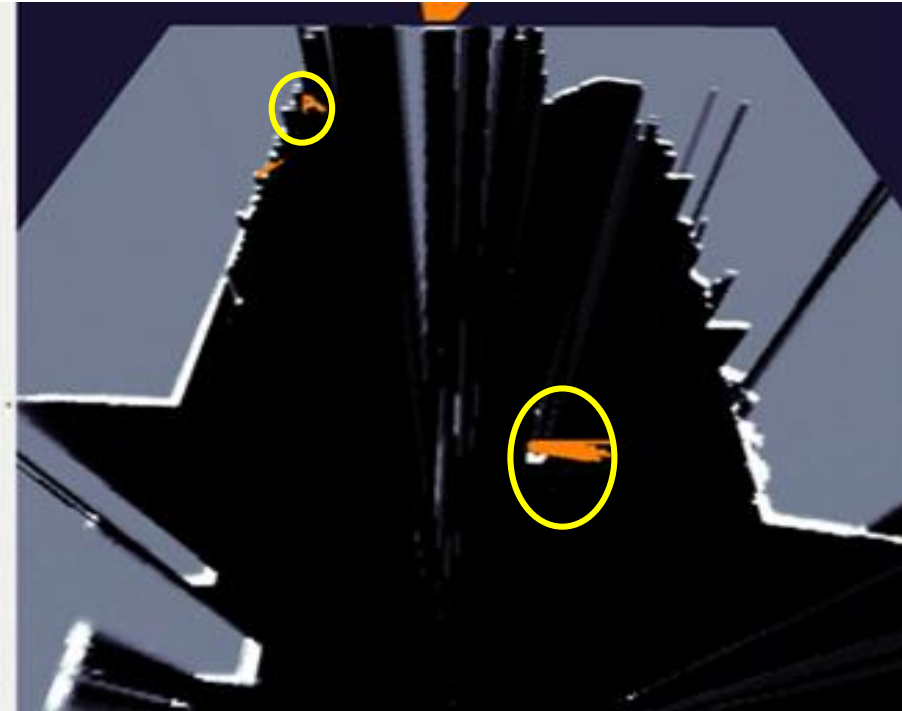
Improving robustness using Multi-Sensors Fusion

Camera Image at Dusk (*Pedestrians not detected*)



Camera output depends on lighting conditions
Cheap & Rich information & Good for classification

Processed Lidar data (*Pedestrians detected*)



Lidar more accurate & can work at night
Good for fine detection of objects ... but still Expensive

- Any sensor may generate perception errors => It is mandatory to develop **Embedded Robust & Efficient “Multi-Sensors Fusion”** approaches (e.g. using probabilistic models & filtering)
- A new generation of **affordable “Solid State Lidars”** is supposed to shortly arrive on the market !
 - => No mechanical component & Expected cost less than 1000 US\$ before mass production
 - => Numerous announcements since Spring 2016 ... **but products not yet on the market !!**

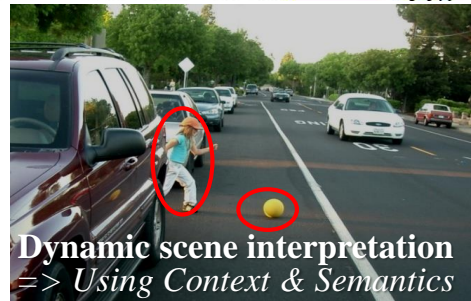
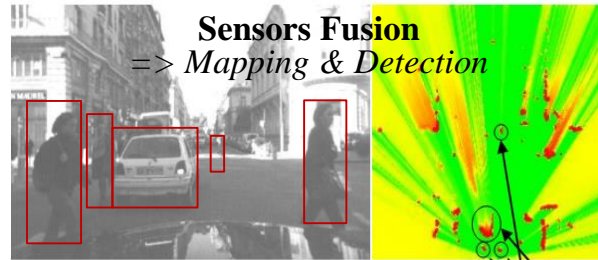


Key Technology: Embedded Bayesian Perception



Embedded Multi-Sensors Perception

⇒ *Continuous monitoring of the dynamic environment*



❑ Main challenges

- ✓ *Noisy data, Incompleteness, Dynamicity, Discrete measurements*
- ✓ *Strong Embedded & Real time constraints*

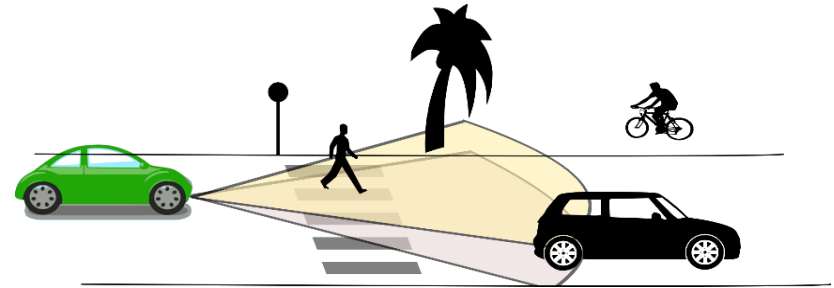
❑ Approach: Embedded Bayesian Perception

- ✓ *Reasoning about Uncertainty & Time window (Past & Future events)*
- ✓ *Improving robustness using Bayesian Sensors Fusion*
- ✓ *Interpreting the dynamic scene using Contextual & Semantic information*
- ✓ *Software & Hardware integration using GPU, Multicore, Microcontrollers...*

Bayesian Perception : Basic idea

□ Multi-Sensors Observations

Lidar, Radar, Stereo camera, IMU ...

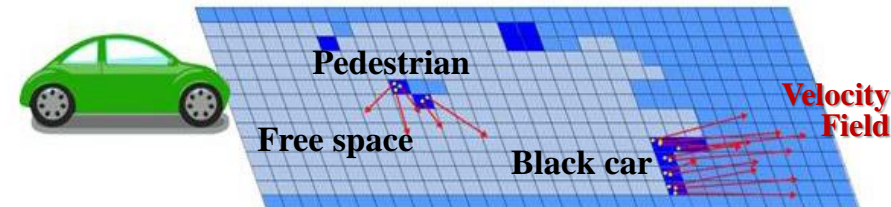


□ Probabilistic Environment Model

- ✓ *Sensor Fusion*
- ✓ *Occupancy grid integrating uncertainty*
- ✓ *Probabilistic representation of Velocities*
- ✓ *Prediction models*

$P[o|Z,C]$:

■ $\simeq 0$ ■ $\simeq 0.5$ ■ $\simeq 1$



Concept of Dynamic Probabilistic Grid
⇒ Occupancy & Velocity probabilities
⇒ Embedded models for Motion Prediction

□ Main philosophy

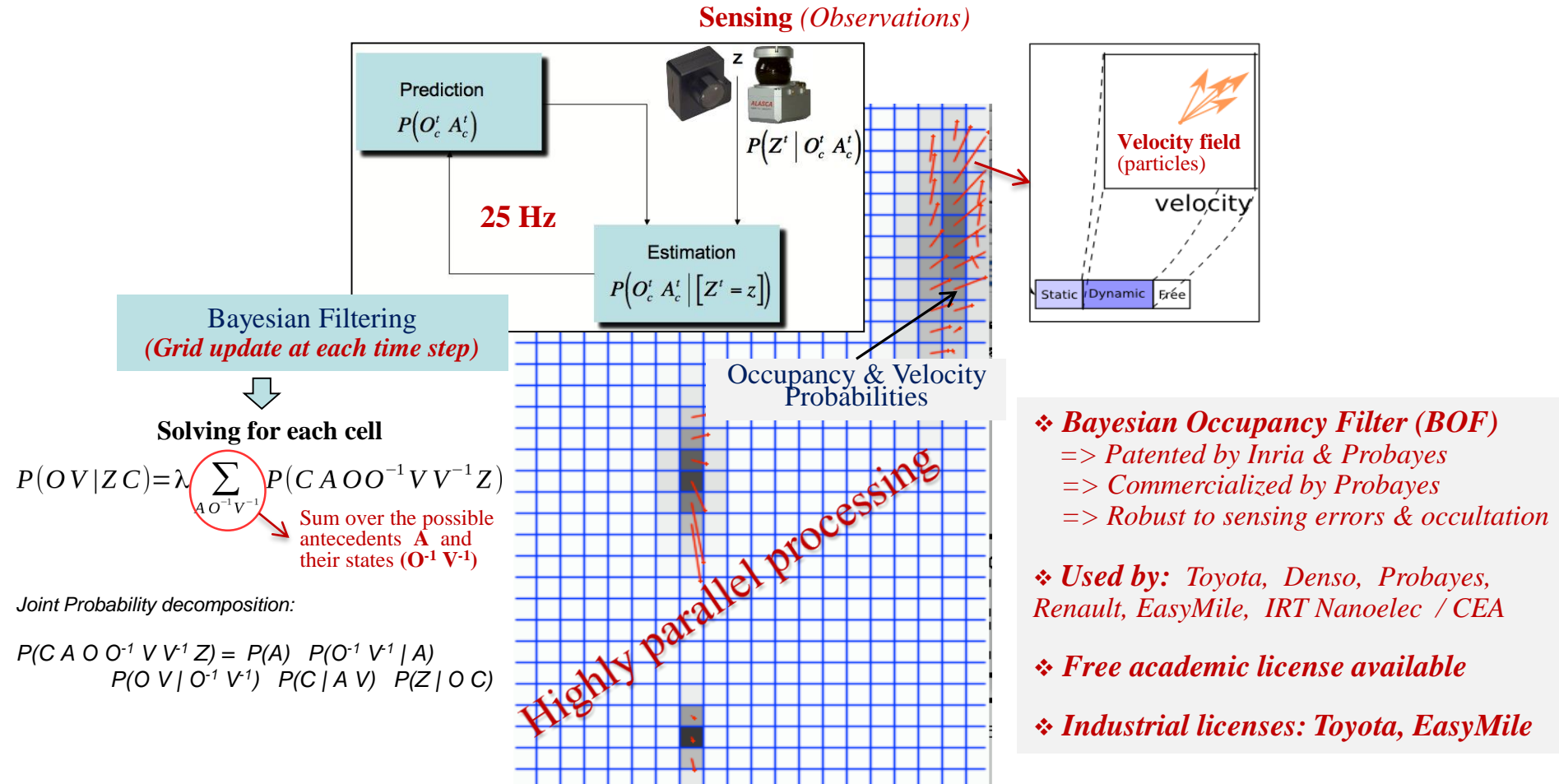
Reasoning at the grid level as far as possible for both :

- **Improving efficiency** (highly parallel processing)
- **Avoiding traditional object level processing problems** (e.g. detection errors, wrong data association...)

A new framework: Dynamic Probabilistic Grids

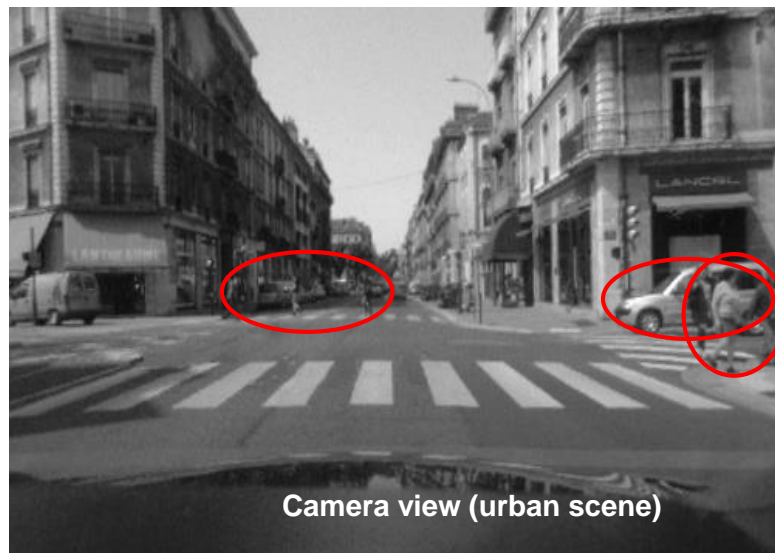
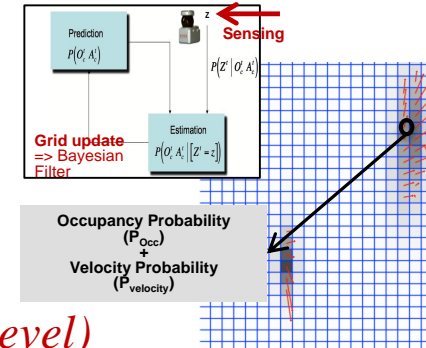
=> A clear distinction between Static & Dynamic & Free components

[Coué & Laugier IJRR 05] [Laugier et al ITSM 2011] [Laugier, Vasquez, Martinelli Mooc uTOP 2015]

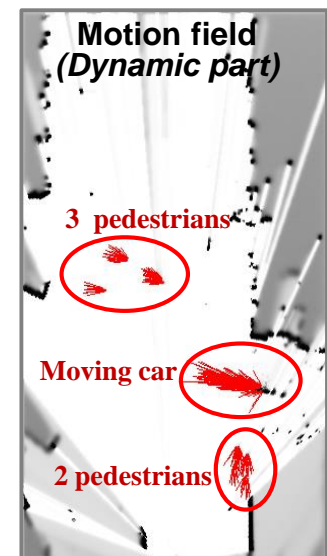


Bayesian Occupancy Filter (BOF) – *Main Features*

- Estimate **Spatial occupancy** for each cell of the grid $P(O | Z)$
- **Grid update** is performed in each cell in parallel (*using BOF equations*)
- **Extract Motion Field** (*using Bayesian filtering & Fused Sensor data*)
- **Reason at the Grid level** (*i.e. no object segmentation at this reasoning level*)



Sensors data fusion
+
Bayesian Filtering



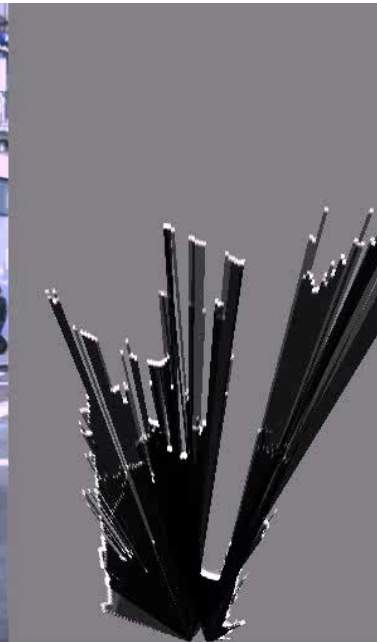
Exploiting the Dynamic information for a better Understanding of the Scene !!

Concept illustration in a dense Urban Environment

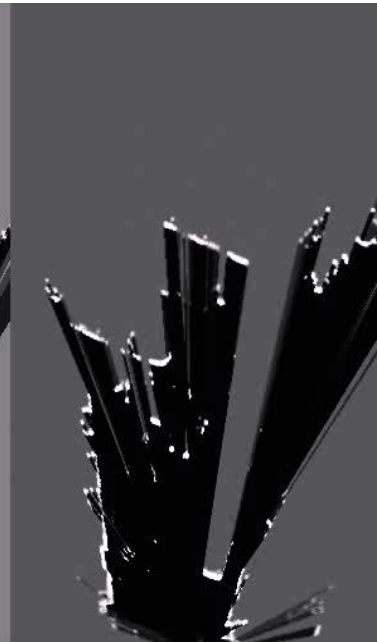
Observed Urban Traffic scene



Ego Vehicle (*not visible on the video*)



OG Left Lidar



OG Right Lidar

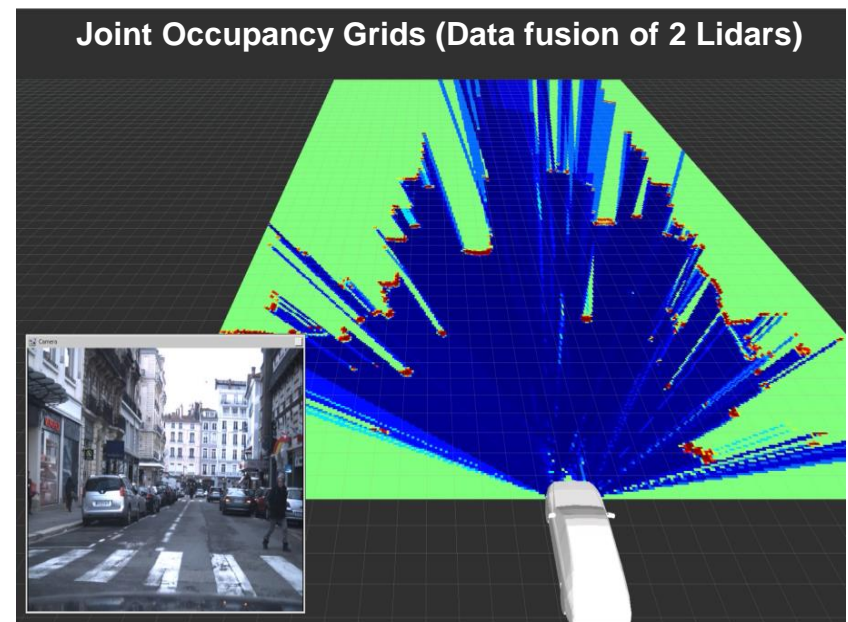
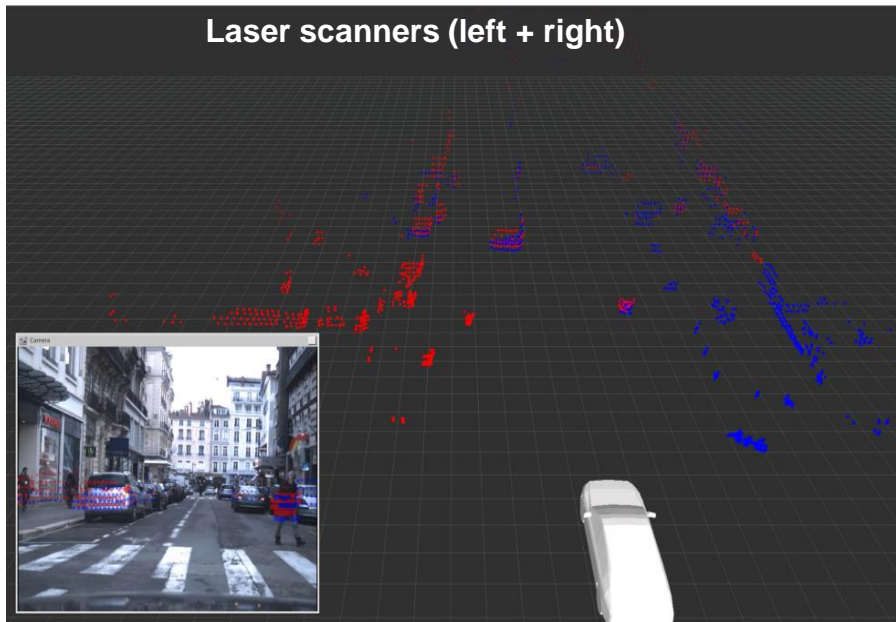


OG Fusion
+
Velocity Fields



Data fusion – *The joint Occupancy Grid*

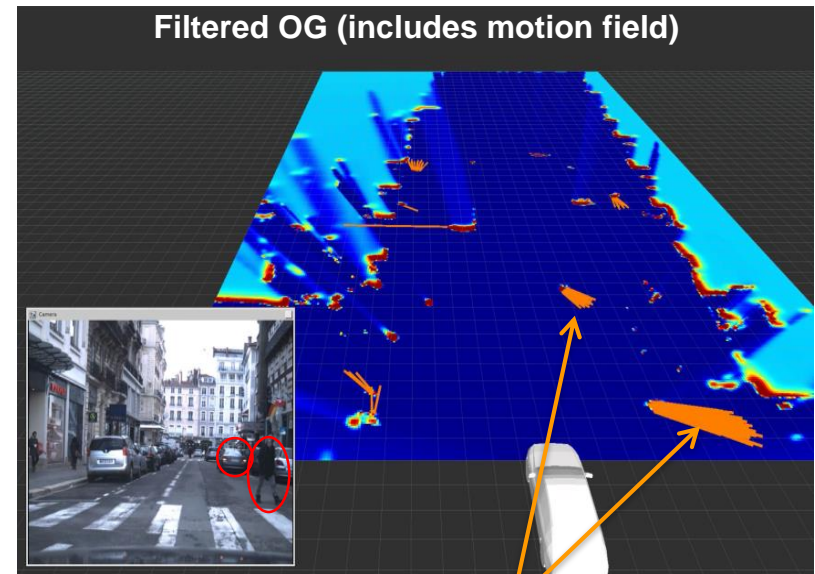
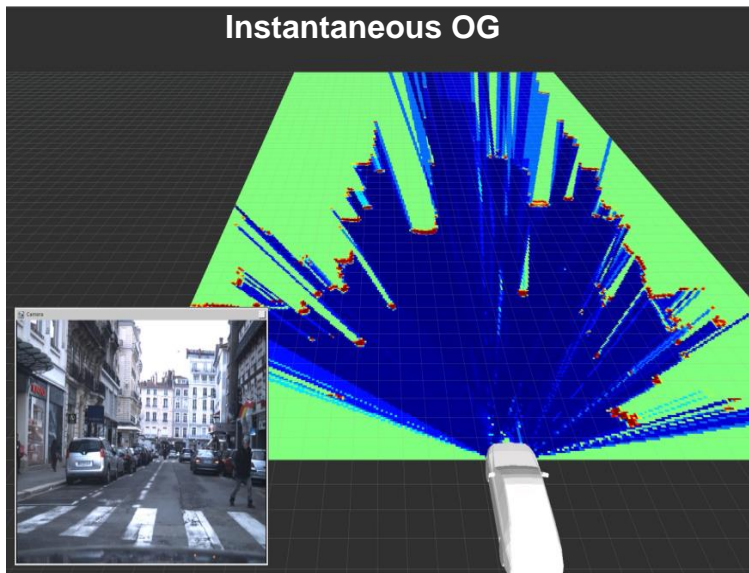
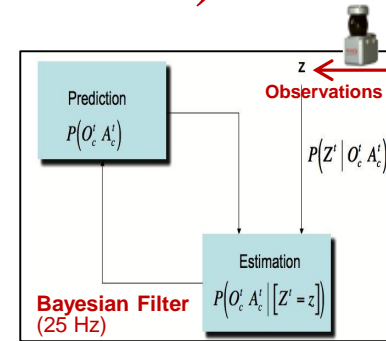
- Observations \mathbf{Z}_i are given by each sensor i (*Lidars, cameras, etc*)
- For each set of observation \mathbf{Z}_i , Occupancy Grids are computed: $P(\mathbf{O} / \mathbf{Z}_i)$
- Individual grids are merged into a single one: $P(\mathbf{O} / \mathbf{Z})$



Taking into account dynamicity

=> *Filtered Occupancy Grid (Bayesian filtering)*

- **Filtering** is achieved through the *prediction/correction loop (Bayesian Filter)*
=> *It allows to take into account grid changes over time*
- **Observations** are used to update the environment model
- Update is performed in each cell in parallel (*using BOF equations*)
- **Motion field** is constructed from the resulting filtered data



Motion fields are displayed in orange color

Bayesian Occupancy Filter – How it works ?

Formalism

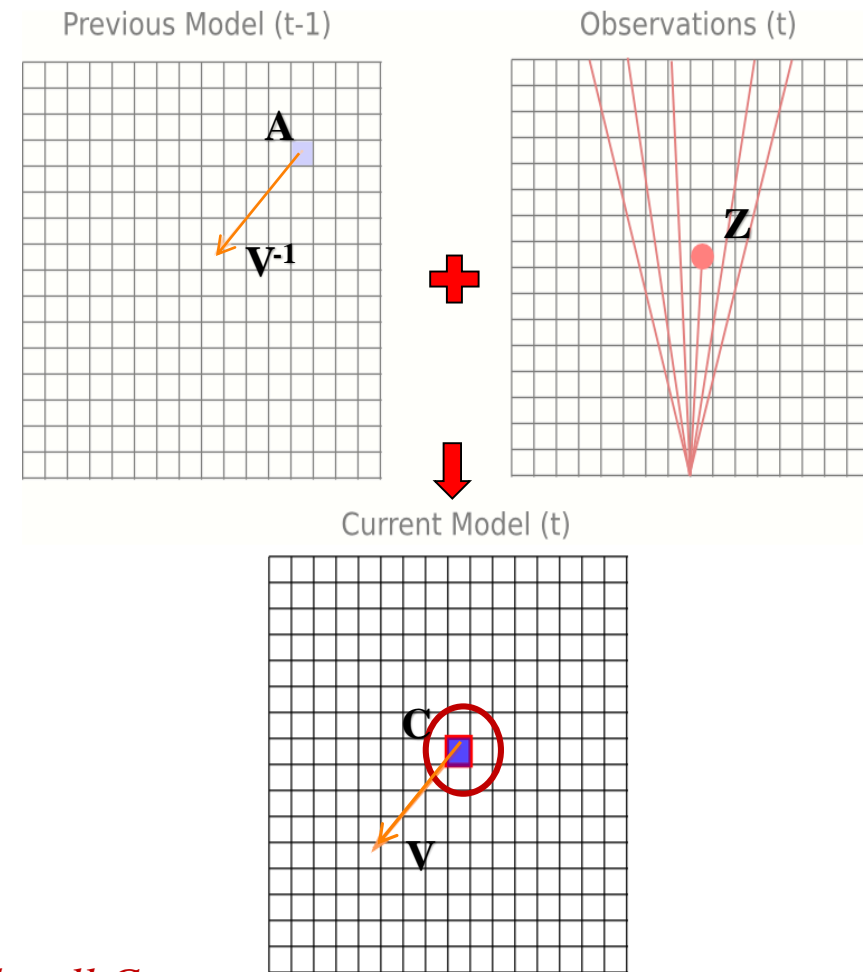
○ Variables:

- C : current cell
- A : antecedent cell, i.e. the cell from which the occupancy of the current cell comes from
- O : occupancy of the current cell C
- O^{-1} : previous occupancy in the antecedent cell
- V : current velocity
- V^{-1} : previous velocity in the antecedent
- Z : observations (sensor data)

○ Objective:

Evaluate $P(O \mid V \mid Z \mid C)$

*=> Probability of **Occupancy & Velocity** for each cell C ,
Knowing the **observations Z** & the **cell location C** in the grid*



Bayesian Occupancy Filter – How it works ?

How to theoretically compute $P(O V | Z C)$?

$$P(O V | Z C) = \lambda \sum_{A O^{-1} V^{-1}} P(C A O O^{-1} V V^{-1} Z)$$

Sum over the possible antecedents **A** and their states (**O**⁻¹ **V**⁻¹) at time t-1

The joint probability term can be re-written as follows:

$$P(C A O O^{-1} V V^{-1} Z) = P(A) P(O^{-1} V^{-1} | A) P(O V | O^{-1} V^{-1}) \\ P(C | A V) P(Z | O C)$$

Joint probability \Rightarrow used for the update of $P(O V | Z C)$

$P(A)$: Selected as **uniform** (every cell can a priori be an antecedent)

$P(O^{-1} V^{-1} | A)$: Result from the previous iteration

$P(O V | O^{-1} V^{-1})$: **Dynamic model**

$P(C | A V)$: **Indicator function** of the cell **C** corresponding to the “**projection**” in the grid of the antecedent **A** at a given velocity **V**

$P(Z | O C)$: **Inverse sensor model**

Bayesian Occupancy Filter – How it works ?

How to theoretically compute $P(O V | Z C)$?

$$P(O V | Z C) = \lambda \sum_{A O^{-1} V^{-1}} P(C A O O^{-1} V V^{-1} Z)$$

Sum over the possible antecedents **A** and their states (**$O^{-1} V^{-1}$**) at time t-1

The joint probability term can be re-written as follows:

$$P(C A O O^{-1} V V^{-1} Z) = P(A) P(O^{-1} V^{-1} | A) P(O V | O^{-1} V^{-1}) \\ P(C | A V) P(Z | O C)$$

But, computing this expression is difficult in practice

=> Huge range of possible antecedents

=> Strongly depends on Grid size & Velocity range

Step 1: Occupancy Grid Construction

The Sensor Model

❑ Sensors data

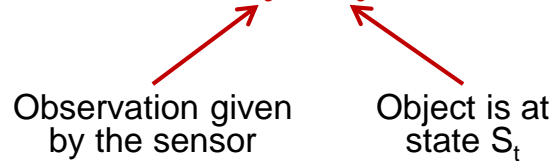
- Incomplete (objects states are only partially measurable)
- Uncertain (measures are noisy)

❑ The sensor model

=> Modeling the relationship between **Objects true states** and the **corresponding Observations** made by sensors

❑ Probabilistic representation (Thrun 2005 [1])

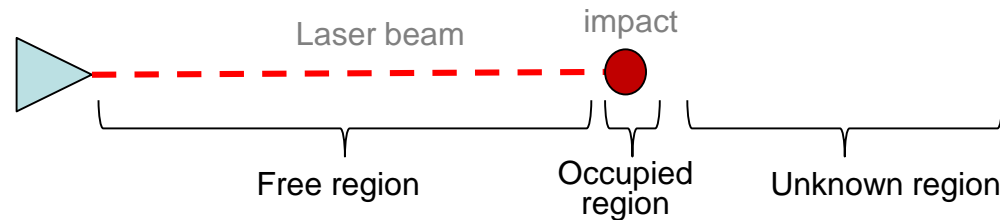
=> Inverse sensor model: $P(Z_t | S_t)$



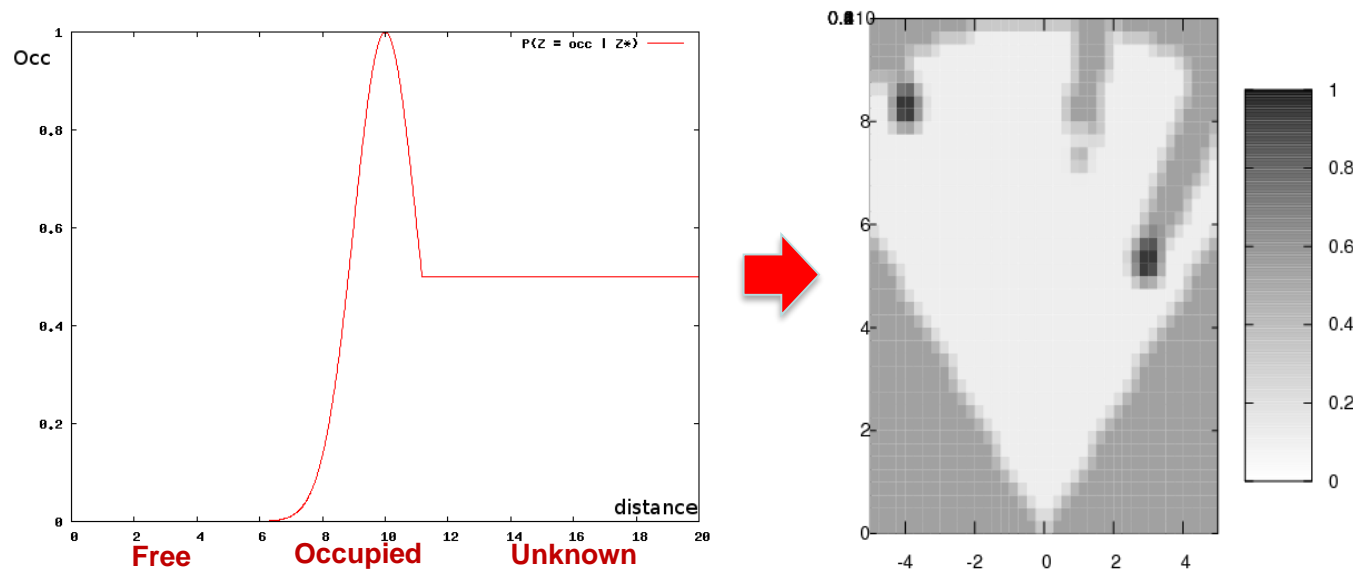
[1] Probabilistic Robotics, Thrun 2005

Step 1: OG Construction – *The Lidar Sensor Model*

- **Basic idea:** A Laser beam split the space in 3 regions (Free, Occupied, unknown)

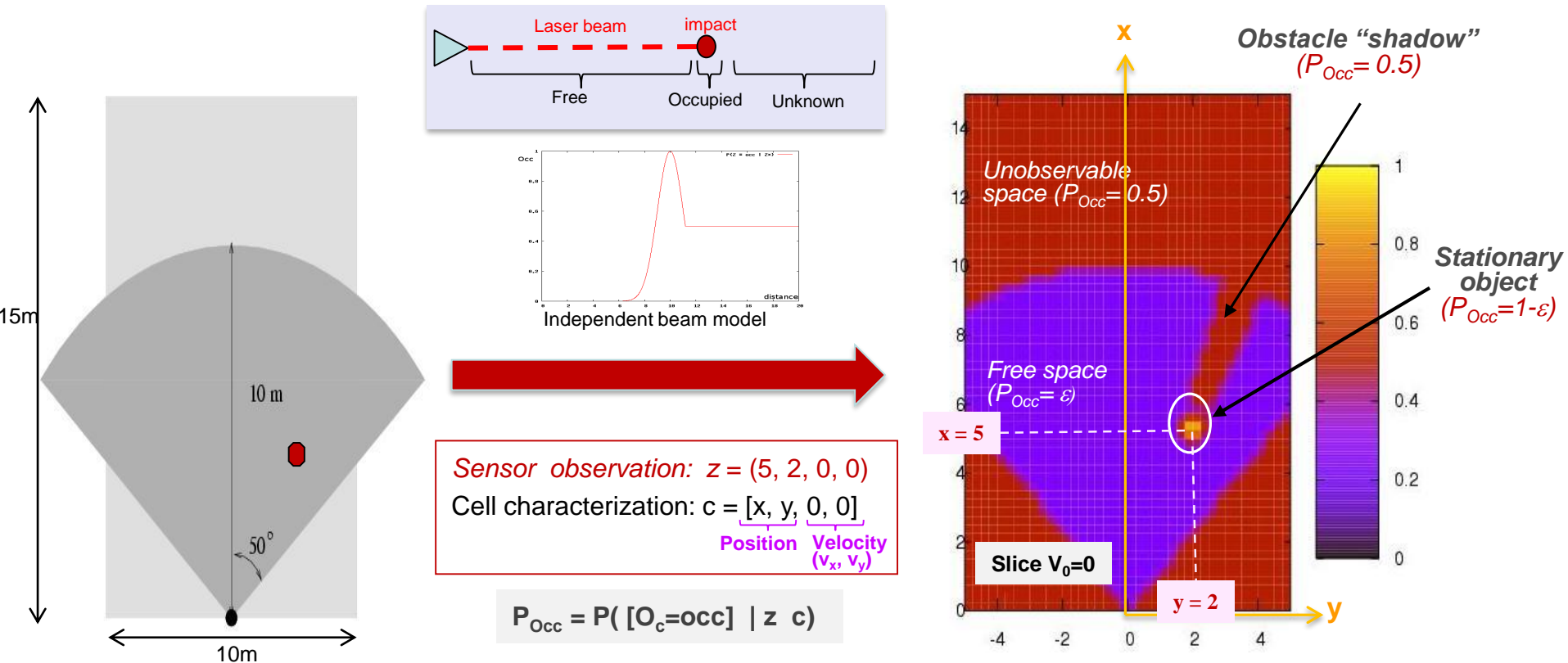


- **Probabilistic modeling:** The independent beam model



[1] Probabilistic Robotics, Thrun 2005

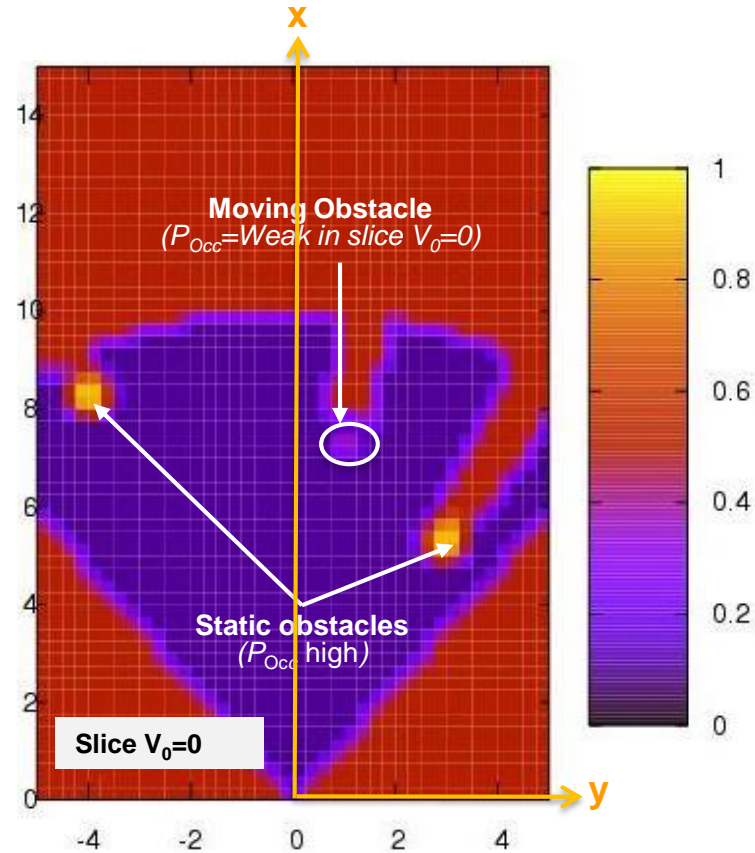
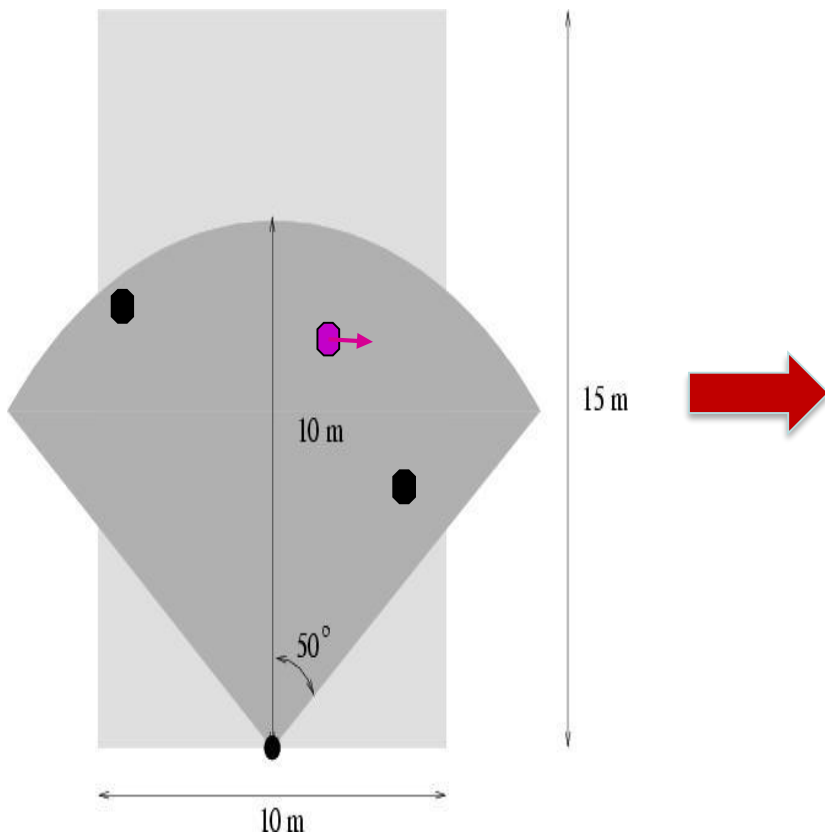
Step 1: OG Construction – Example 1



1 Sensor (laser scanner)

1 Stationary object \Rightarrow Observation z

Step 1: OG Construction – Example 2



- 1 Sensor
- 2 Stationary objects \Rightarrow Observations (z_1, z_3)
- 1 Moving object \Rightarrow Observation z_2

$$P_{Occ} = P([O_c=occ] \mid z_1 z_2 z_3 c)$$

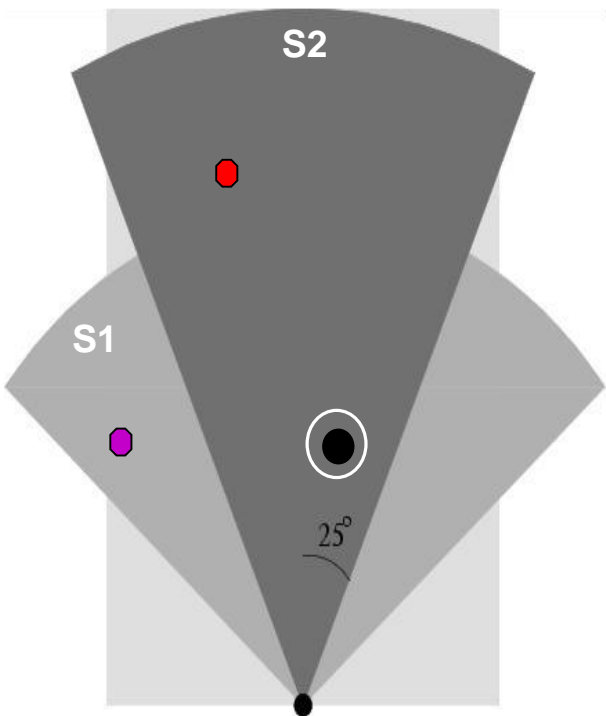
$$z_1 = (8.3, -4, 0, 0)$$

$$z_2 = (7.3, 1.9, 0, 0.8)$$

$$z_3 = (5, 3, 0, 0)$$

$$c = [x, y, 0, 0] \Rightarrow \text{in velocity slice } V_0=0$$

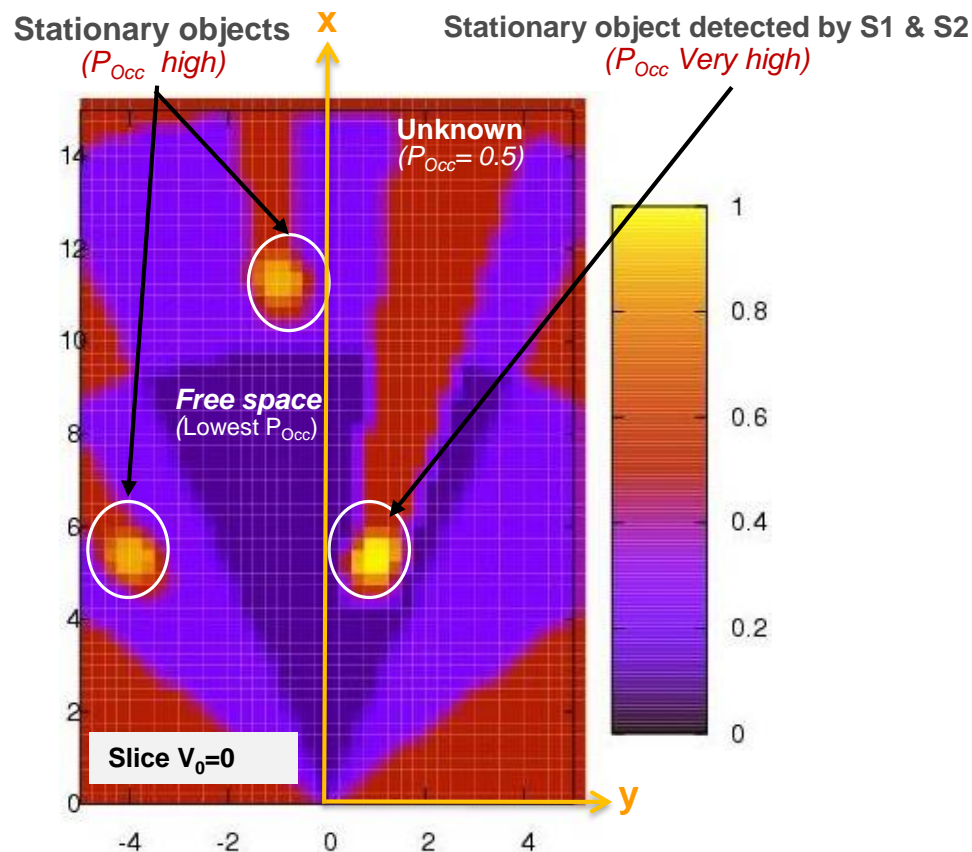
Step 1: OG Construction – Example 3



2 Sensors (S1 & S2)

3 Stationary objects

- ⇒ Observations sensor S1: $z_{1,1}$, $z_{1,2}$
- ⇒ Observations sensor S2: $z_{2,1}$, $z_{2,2}$
- ⇒ **Black object detected by S1 & S2**



$$P_{Occ} = P([O_c = occ] \mid z_{1,1} \ z_{1,2} \ z_{2,1} \ z_{2,2} \ c)$$

$$z_{1,1} = (5.5, -4, 0, 0) \quad z_{1,2} = (5.5, 1, 0, 0)$$

$$z_{2,1} = (11, -1, 0, 0) \quad z_{2,2} = (5.4, 1.1, 0, 0)$$

$$c = [x, y, 0, 0]$$

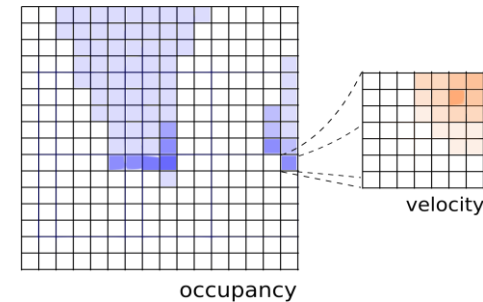
Step 2: How to compute $P(OV | Z C)$ in practice?

Initial approach: The classic BOF filtering process

○ Initial implementation:

✓ **Regular grid**

✓ **Transition histograms** for every cell (for representing velocities)



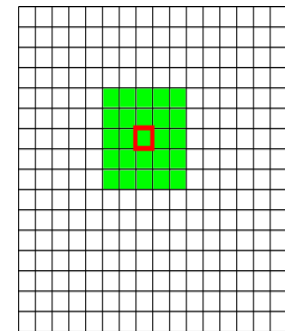
○ Practical computation:

$$P(OV | ZC) = \lambda \sum_{A, O^{-1}V^{-1}} P(C A O O^{-1} V V^{-1} Z)$$

Sum over the possible antecedents A and their states ($O^{-1}V^{-1}$)

=> Sum over the **neighborhood**, with a **single possible velocity per antecedent A** of equation:

$$P(C A O O^{-1} V V^{-1} Z) = P(A) P(O^{-1} V^{-1} | A) P(O V | O^{-1} V^{-1}) \\ P(C | A V) P(Z | O C)$$



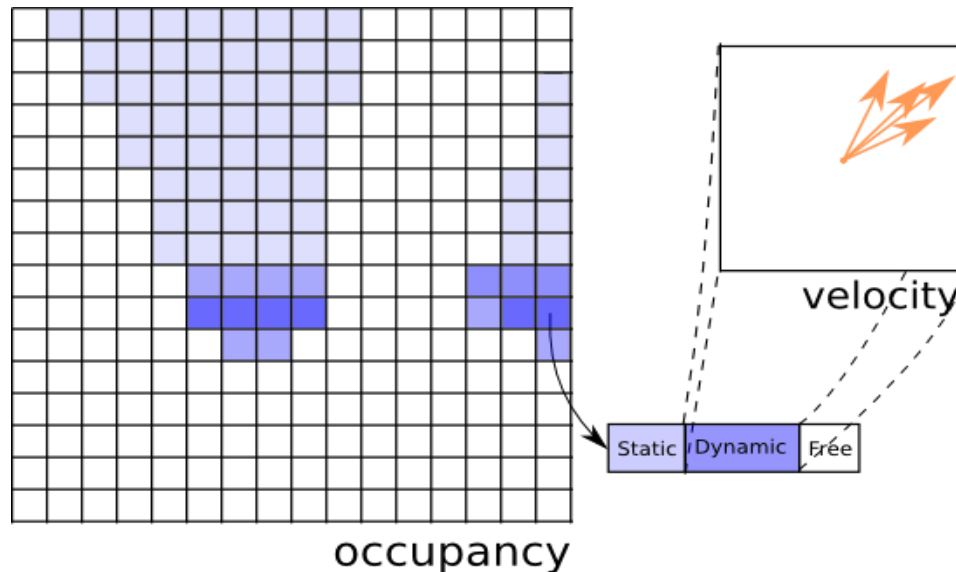
○ Drawbacks:

- ⇒ Large memory size required (velocity histograms large & almost empty)
- ⇒ Weak accuracy
- ⇒ Temporal & Spatial Aliasing problems

Step 2: How to compute $P(OV | Z C)$ in practice?

Improved approach: HSBOF updating process (principle)

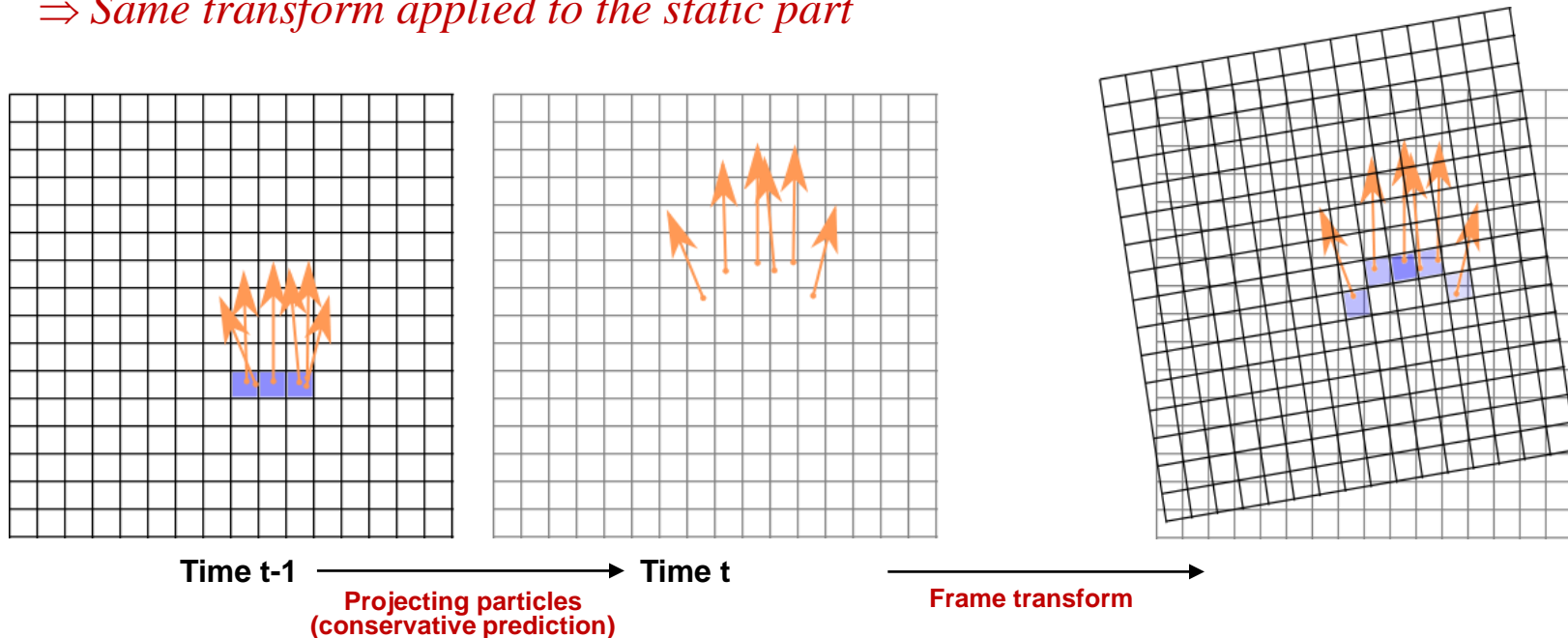
- **Basic idea:** *Modify the representation structure to avoid the previous computational problems*
 - ✓ Making a clear distinction between **Static & Dynamic & Free** components
 - ✓ Modeling velocity using **Particles** (*instead of histogram*)
 - ✓ Making an **adaptive repartition** of those particles in the grid



Step 2: How to compute $P(OV \mid Z \ C)$ in practice?

Improved approach: HSBOF updating process (principle)

- Introducing a **Dynamic model** for “projecting” particles in the grid ($S_{t-1} \rightarrow S_t$)
 - \Rightarrow *Immediate antecedent association*
 - \Rightarrow *Simplified velocity prediction to the cells*
- **Updating Grid Reference Frame** (the car & sensors are in motion)
 - \Rightarrow *Translation & Rotation values **provided by sensors** (Odometry + IMU)*
 - \Rightarrow *Same transform applied to the static part*



Step 2: How to compute $P(OV | Z C)$ in practice ?

The HSBOF filtering calculation process

$$P(OV | Z C) = \lambda \sum_{A O^{-1} V^{-1}} P(C A O O^{-1} V V^{-1} Z)$$

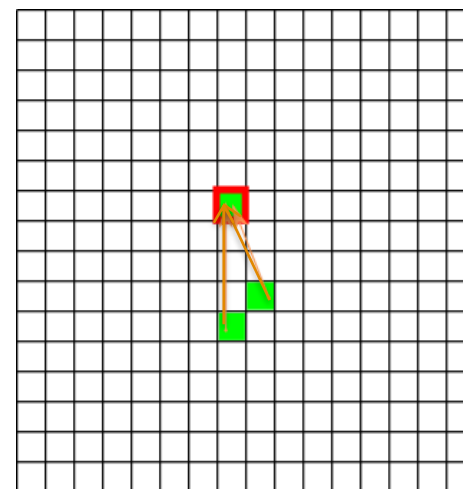
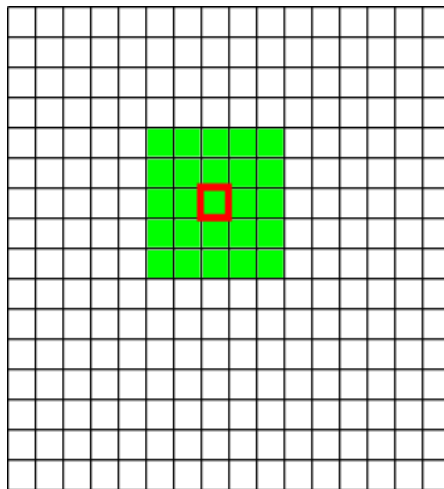
Sum over the neighborhood, with a single velocity per antecedent

A more efficient computation approach :

=> Sum over the particles projected in the cell & their related static parts

$$P(C A O O^{-1} V V^{-1} Z) = P(A) P(O^{-1} V^{-1} | A) P(O V | O^{-1} V^{-1}) \\ P(C | A V) P(Z | O C)$$

**Previous
computation approach
(histograms)**



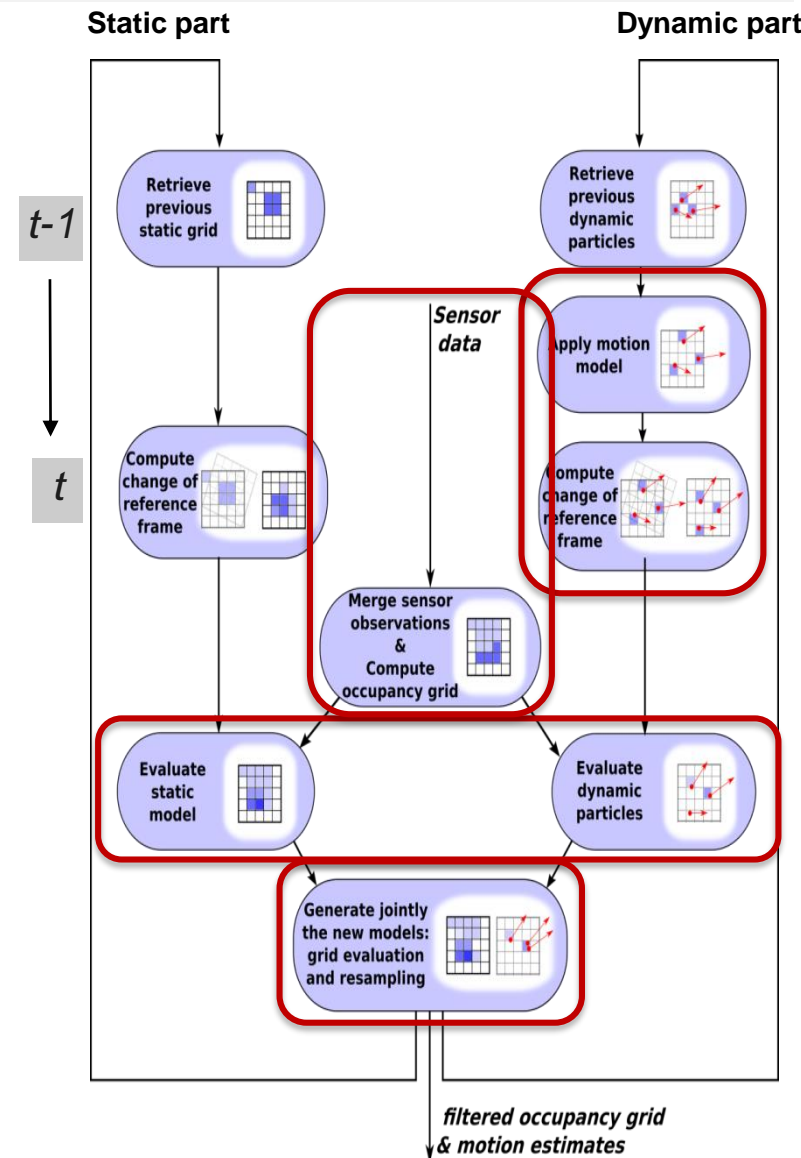
**New
computation approach
(particles)**

Step 2: How to compute $P(OV | Z C)$ in practice?

HSBOF updating process (outline of the algorithm)

Main steps in the updating process

- Dynamic part (particles) is “**projected**” in the grid using motion model => *motion prediction*
- Both Dynamic & Static parts are expressed in the **new reference frame** => *moving vehicle frame*
- The two resulting representations are confronted to the **observations** => *estimation step*
- **New representations (static & dynamic)** are jointly evaluated and particles re-sampled



Content of the Tutorial

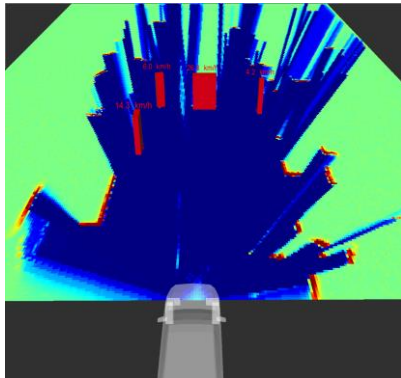
- ❑ Socio-economic & Technological Context + State of the Art
- ❑ Decisional & Control Architecture – Outline
- ❑ Bayesian Perception (*key Technology 1*)
- ❑ **Embedded Bayesian Perception & Experimental results**
- ❑ Bayesian Risk Assessment & Decision-making (*Key Technology 2*)

Recent implementations & Improvements

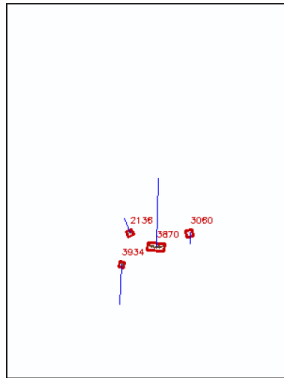


*Several implementations (models & algorithms) more and more adapted to **Embedded constraints & Scene complexity***

- ❖ Hybrid Sampling Bayesian Occupancy Filter (HSBOF, 2014) [Negre et al 14] [Rummelhard et al 14]
*=> Drastic **memory size reduction** (factor 100) + Increased **efficiency** (complex scenes)
+ More **accurate Velocity estimation** (using Particles & Motion data from ego-vehicle)*
- ❖ Conditional Monte-Carlo Dense Occupancy Tracker (CMCDOT, 2015) [Rummelhard et al 15]
*=> Increased **efficiency** using “state data” (Static, Dynamic, Empty, **Unknown**) + Integration of a
“Dense Occupancy Tracker” (Object level, Using particles propagation & ID)*
- ❖ CMCDOT + Ground Estimator (Patent 2017) [Rummelhard et al 17]
=> Ground shape estimation & Improve obstacle detection (avoid false detections on the ground)



Grid & Pseudo-objects



Tracked Objects

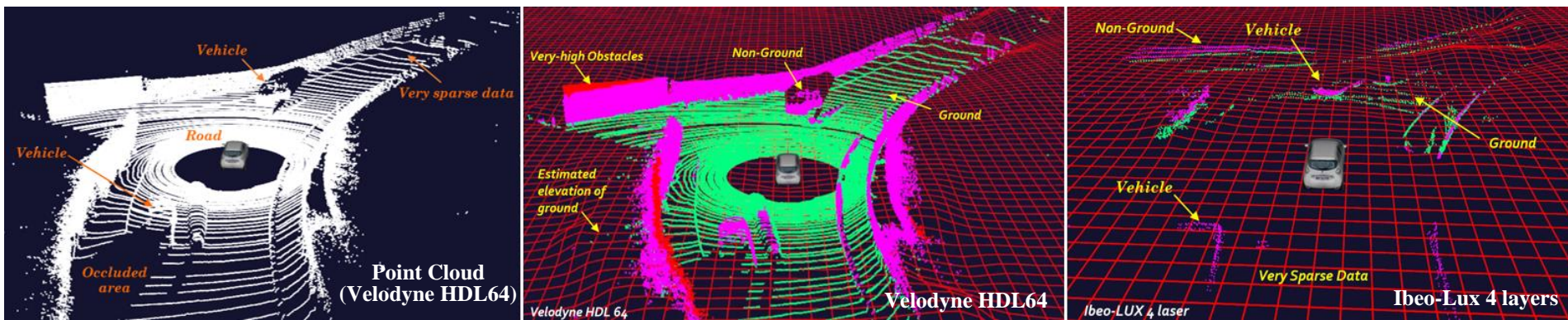


Classification (using Deep Learning)

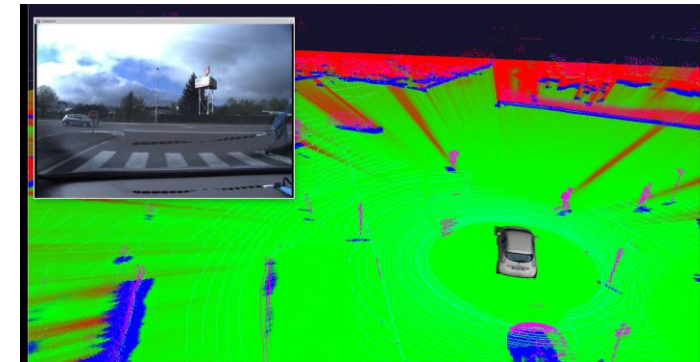
Detection & Tracking
& Classification

Ground Estimation & Point Cloud Classification

- ⇒ Smart OG generation taking into account the **ground shape & height of laser impacts**
- ⇒ Process properly sensors data (for OG & DATMO) & Avoid false detections on the road surface



- **Ground estimation** : 1m x 1m ground node resolution
⇒ **ground-points in green**, **obstacles in pink / red**
- **Occupancy grid** : Images 0.1m x 0.1m occupancy grid resolution
⇒ **green for free space**, **blue occupied**, **red unknown**



- ❖ Ground model constructed using a *Spatio-Temporal Conditional Random Field*, estimated through efficient parallelized process [1]
- ❖ Model accurate enough to represent rolling roads & Efficient enough for **real-time** performances on embedded devices
- ❖ The complete system (including CMCDOT) has been implemented on a Nvidia Tegra X1

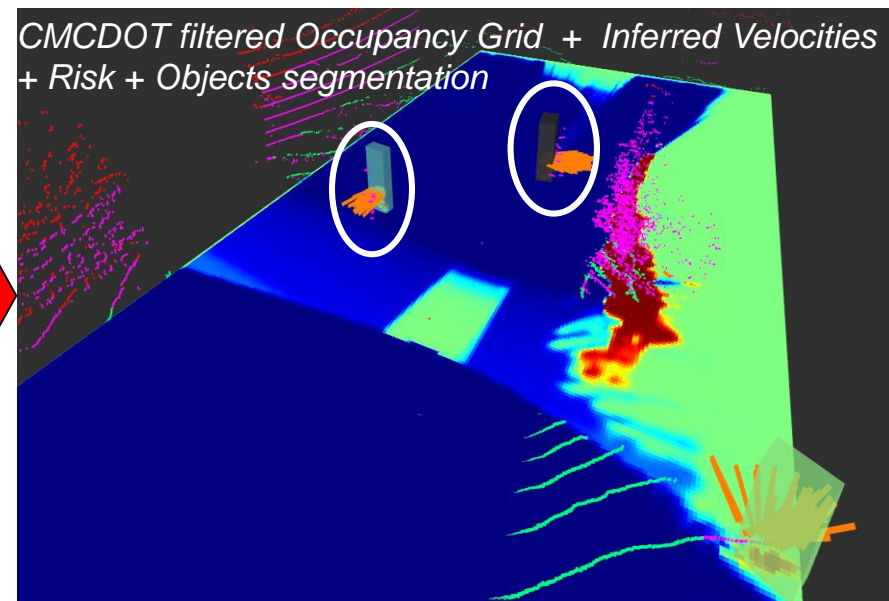
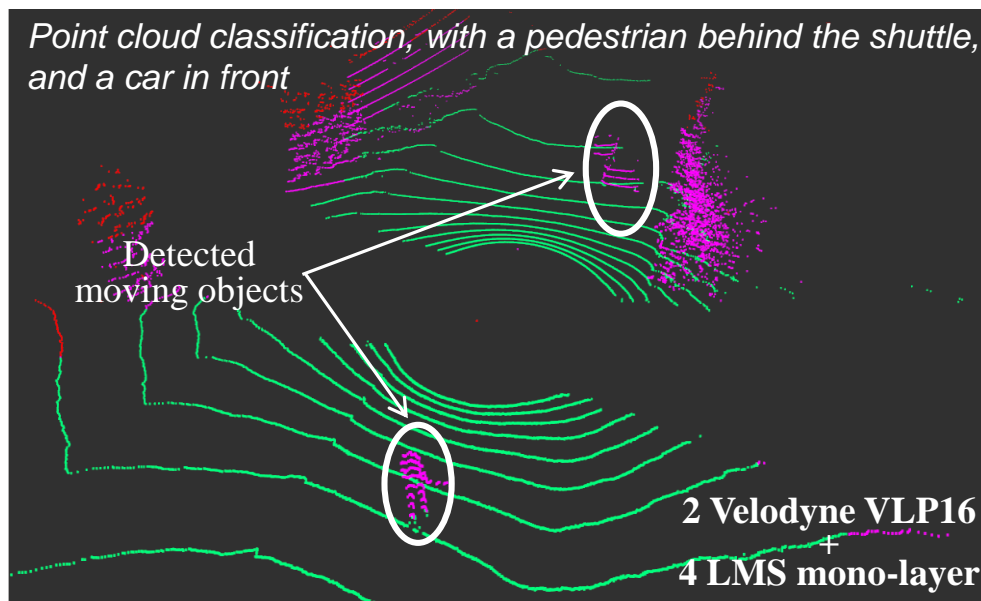


[1] Ground estimation and point cloud segmentation using spatio-temporal conditional random field, Rummelhard et al, IV 2017, Redondo Beach, June 2017

Integration on a commercial vehicle



- **POC 2017: Complete system implemented on Nvidia TX1**, and easily connected to the shuttle system network *in a few days* (using ROS)
- **Shuttle sensor data** has been fused and processed in **real-time**, with a successful Detection & Characterization of the **Moving & Static Obstacles**
- **Full integration on a commercial product** under development with an industrial company (confidential)



CMCDOT – *Complete process illustration*



Sensor data

Inria
informatics mathematics



Experimental Vehicles & Connected Perception Units

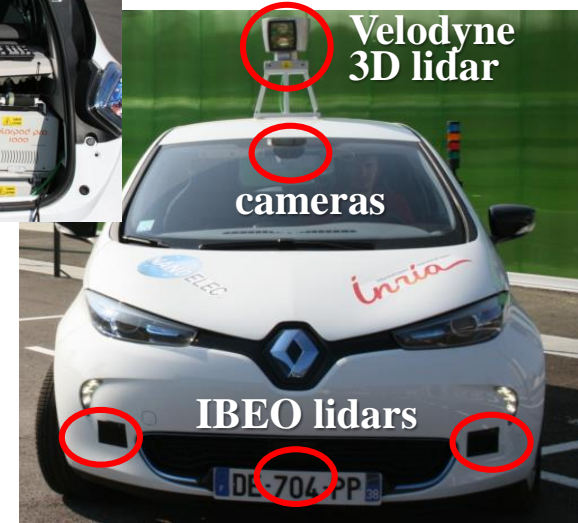
Toyota Lexus



ROS



Renault Zoé



Connected Perception Unit

=> Same embedded perception systems than in vehicles

Nvidia GTX Titan X
Generation Maxwell



Nvidia GTX Jetson TK1
Generation Maxwell



Nvidia GTX Jetson TX1
Generation Maxwell



Software / Hardware Integration – GPU implementation



- Highly parallelizable framework, **27 kernels** over cells and particles
=> *Occupancy, speed estimation, re-sampling, sorting, prediction*
- Real-time implementation (20 Hz), optimized using Nvidia profiling tools

Results:

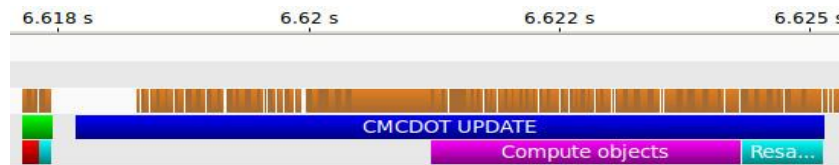
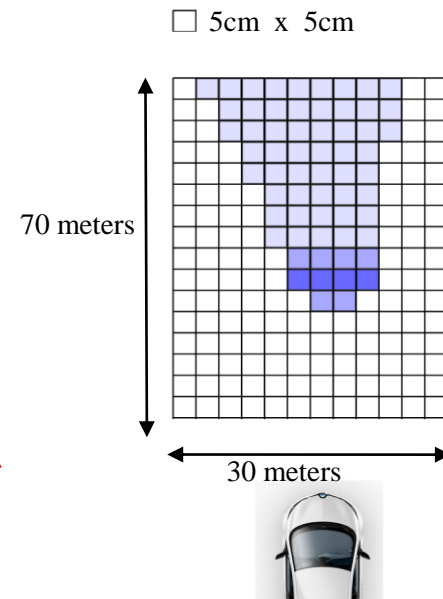
- Configuration with 8 Lidar layers (2x4)
- Grid: 1400 x 600 (840 000 cells) + Velocity samples: 65 536



=> Jetson TK1: *Grid Fusion 17ms, CMCDOT 70ms*



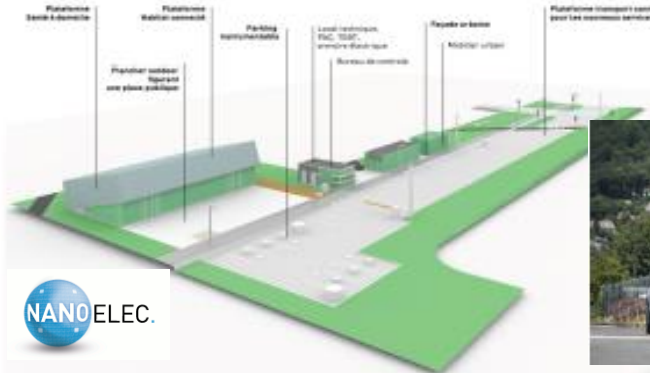
=> Jetson TX1: Grid Fusion 0.7ms, CMCDOT 17ms



Experimental Areas

❑ Protected experimental area

Un espace d'expérimentation : 3 plateformes



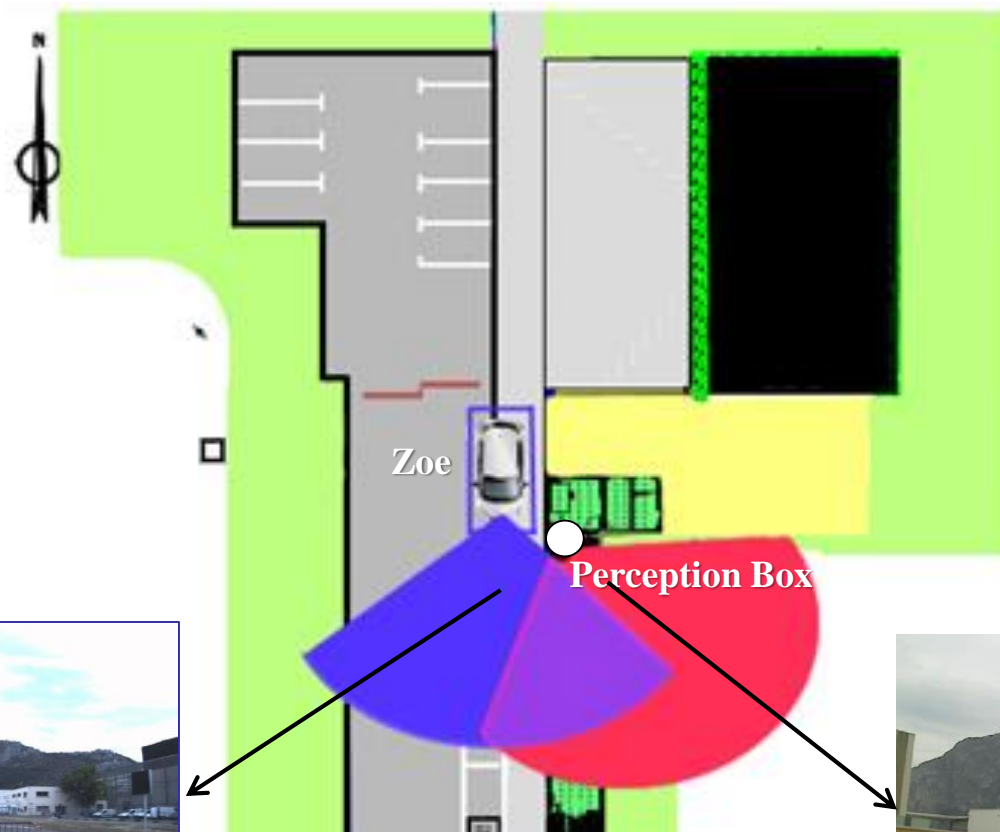
Connected
Perception Unit



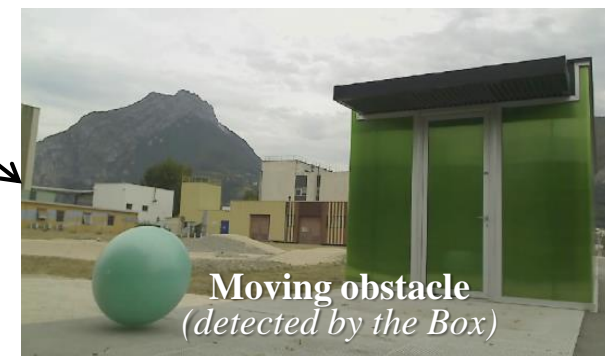
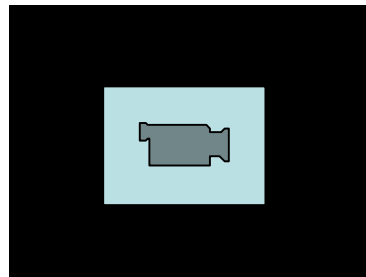
❑ Open real traffic (Urban & Highway)



V2X: Distributed Perception experiment using CMCDOT



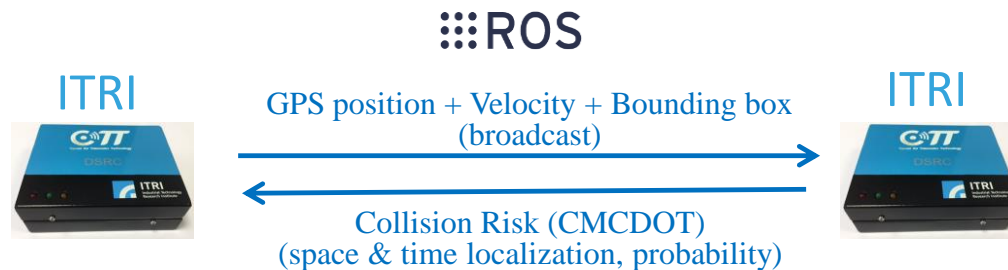
Camera Image provided by the
Zoe vehicle



Camera Image provided by the
Perception box

V2X: Data exchange & Synchronization

□ Data exchange



ITS-G5 (Standard ITS Geonetworking devices)
Basic Transport Protocol IEEE 802.11p



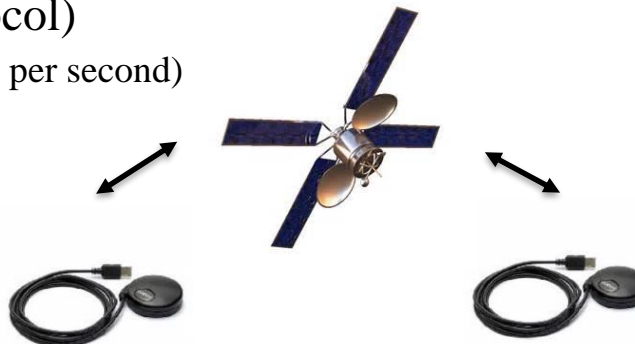
□ Synchronization

Chrony (Network Time Protocol)

GPS Garmin + PPS Signal (1 pulse per second)



Serial Port



GPIO + UART



Content of the Tutorial

- ❑ Socio-economic & Technological Context + State of the Art
- ❑ Decisional & Control Architecture – Outline => Not presented
- ❑ Bayesian Perception (*key Technology 1*)
- ❑ Embedded Bayesian Perception & Experimental results
- ❑ **Bayesian Risk Assessment & Decision-making (*Key Techno 2*)**

Key Technology 2: Risk Assessment & Decision

=> *Decision-making for avoiding Pending & Future Collisions*



□ Main challenges

*Uncertainty, Partial Knowledge, World changes, **Human in the loop** + **Real time***

□ Approach: Prediction + Risk Assessment + Bayesian Decision-making

- ✓ Reason about *Uncertainty & Contextual Knowledge* (using **History & Prediction**)
- ✓ Estimate probabilistic Collision Risk at a given **time horizon** $t+\delta$
- ✓ Make Driving Decisions by taking into account the **Predicted behavior** of all the observed surrounding traffic participants (cars, cycles, pedestrians ...) & **Social / Traffic rules**

Underlying Conservative Prediction Capability

=> Application to Conservative Collision Anticipation

[Coué & Laugier IJRR 05]

Autonomous
Vehicle (Cycab)

Parked Vehicle
(occultation)



**Pioneer
Results
(2005)**

Thanks to the prediction capability of the BOF technology, the Autonomous Vehicle “anticipates” the behavior of the pedestrian and brakes *(even if the pedestrian is temporarily hidden by the parked vehicle)*

Step 1: Short-term collision risk – *Main features*

=> *Grid level & Conservative motion hypotheses (proximity perception)*

□ Main Features

- Detect “**Risky Situations**” a few seconds ahead (3-5s)
- Risky situations are **both localized in Space & Time**
 - ⇒ *Conservative Motion Prediction* in the grid (Particles & Occupancy)
 - ⇒ *Collision checking* with *Car model* (shape & velocity) for every future time steps (*horizon h*)
- Resulting information can be used for choosing **Avoidance Maneuvers**

Proximity perception: $d < 100m$ and $t < 5s$

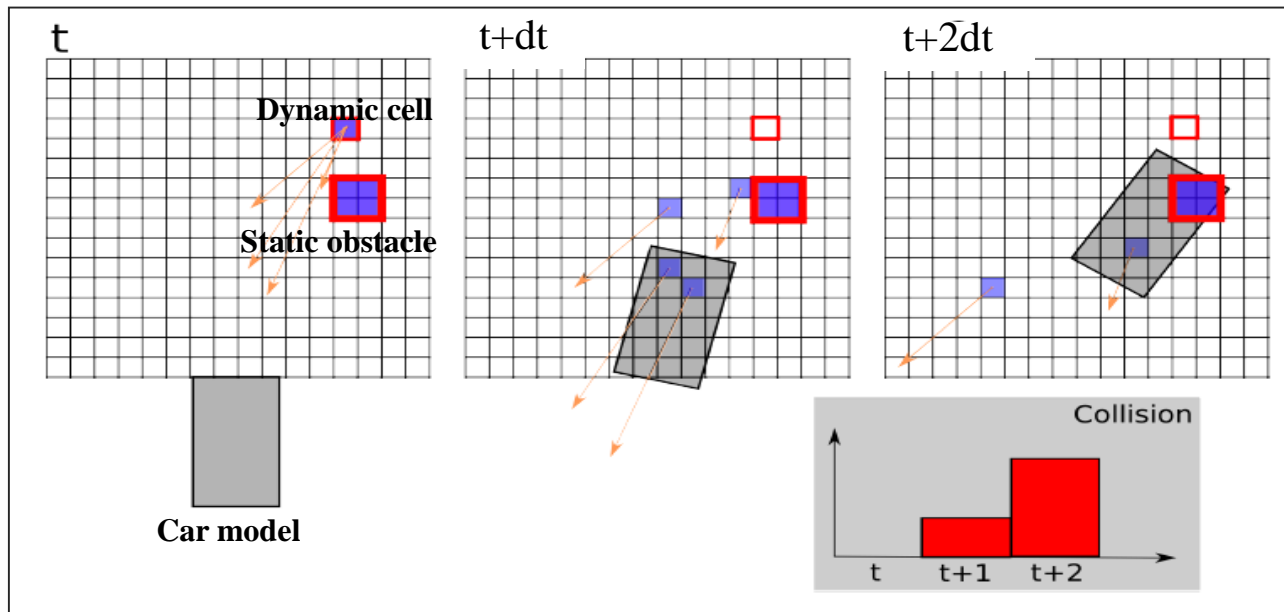
$\delta = 0.5s$ => *Precrash*

$\delta = 1s$ => *Collision mitigation*

$\delta > 1.5s$ => *Warning / Emergency Braking*

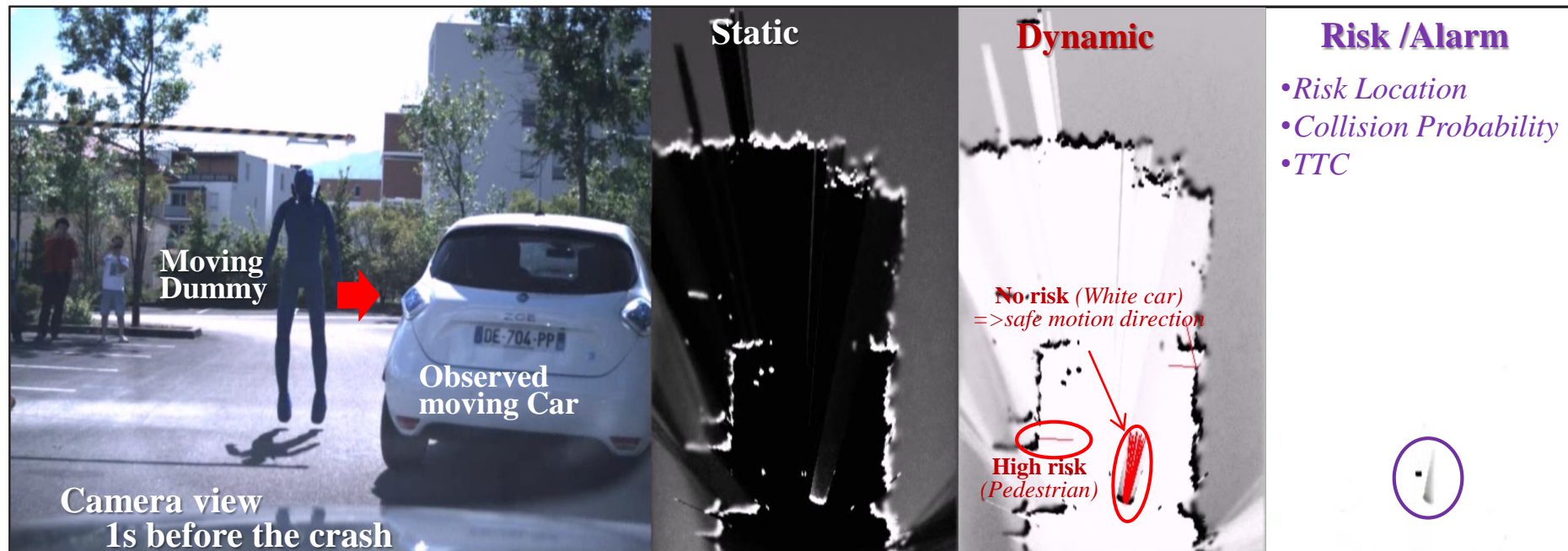
□ Collision Risk Estimation: *Integration of risk over a time range $[t \ t+\delta]$*

=> *Projecting over time the estimated Scene changes (DP-Grid) & Car Model (Shape + Motion)*



Short-term collision risk – System outputs (real-time)

=> *Static & Dynamic grids + Risk assessment*



- **FAQ :** What happen if some velocities change after that the collision risk for the next 3s has been evaluated ?
- **Answer:** The collision risk is recomputed at the next time step (i.e max 40ms after the change of dynamics).

Short-term collision risk – *Experimental results*

⇒ Detect potential upcoming collisions

⇒ Reduce drastically false alarms



Crash test with no automatic breaking



Sensor data



Step 2: Generalized Risk Assessment (Object level)

- => Increasing time horizon & complexity using context & semantics
- => Key concept: **Behaviors Modeling & Prediction**

Decision-making in complex traffic situations

- ✓ Understand the current traffic situation & its likely evolution
- ✓ Evaluate the Risk of future collision by reasoning on traffic participants Behaviors
- ✓ Takes into account Context & Semantics

Previous
observations

Highly structured environment + Traffic rules
=> Prediction more easy

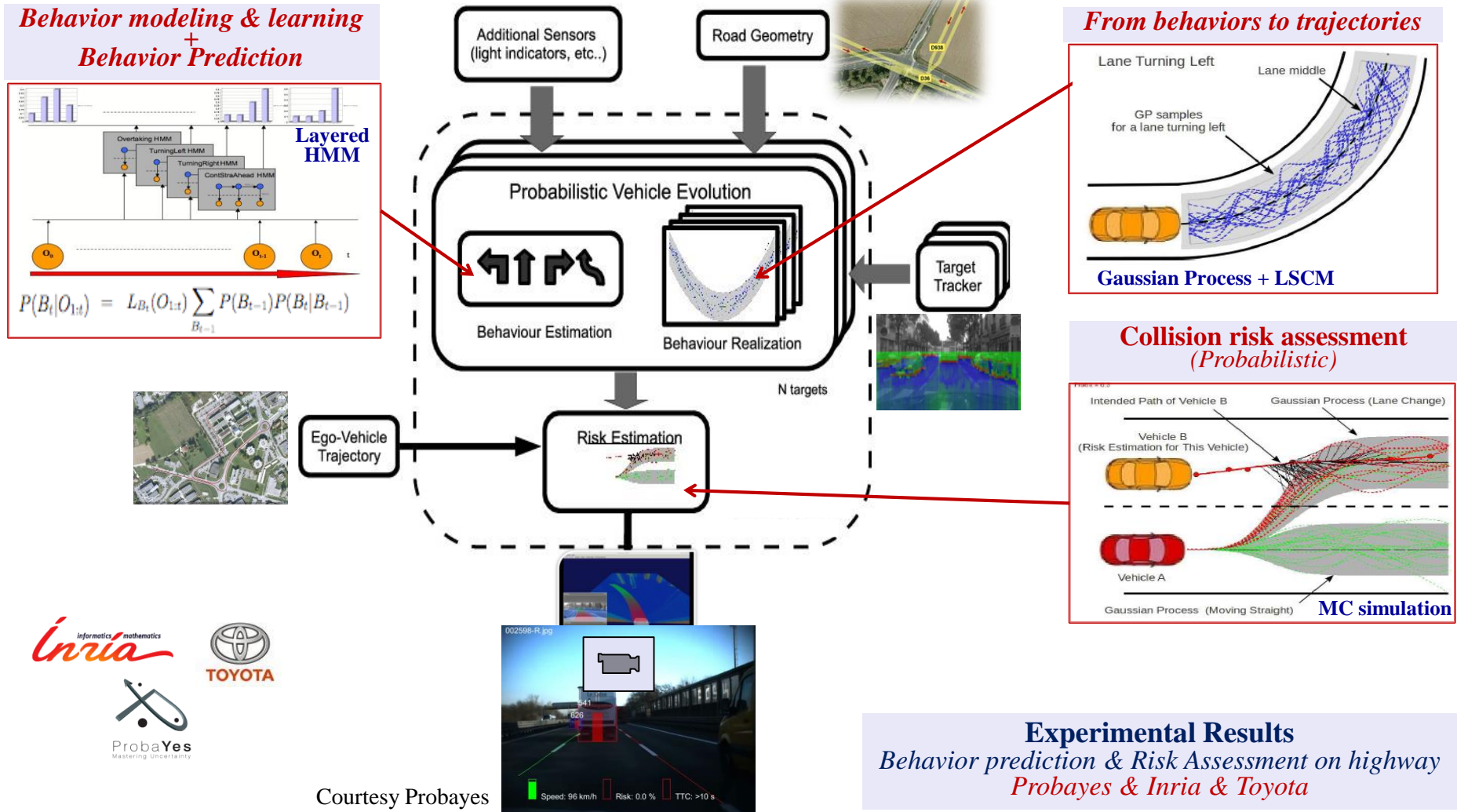
Context & Semantics
History + Space geometry + Traffic rules
+
Behavior Prediction
For all surrounding traffic participants
+
Probabilistic Risk Assessment

Behavior-based Collision risk (*Object level*)

=> *Increasing time horizon & complexity + Reasoning on Behaviors*

Approach 1: Trajectory prediction & Collision Risk Assessment

Patent Inria & Toyota & Probayes 2010 + [Tay thesis 09] [Laugier et al 11]

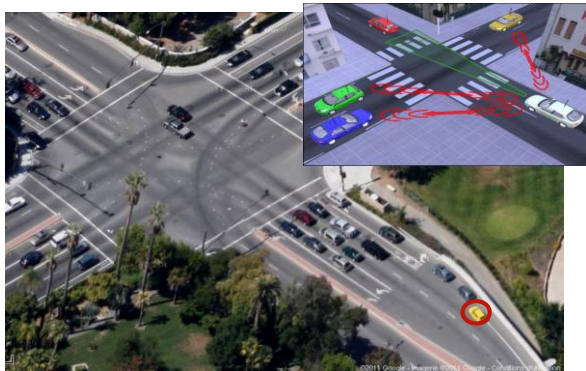


Behavior-based Collision risk (*Object level*)

=> *Increasing time horizon & complexity + Reasoning on Behaviors*

Approach 2: Intention & Expectation comparison

=> *Complex scenarios with Interdependent Behaviors & Human Drivers*



[Lefevre thesis 13] [Lefevre & Laugier IV'12, Best student paper]

Patent Inria & Renault 2012 (risk assessment at road intersection)

Patent Inria & Berkeley 2013 (postponing decisions for safer results)



A Human-like reasoning paradigm => *Detect Drivers Errors & Colliding behaviors*

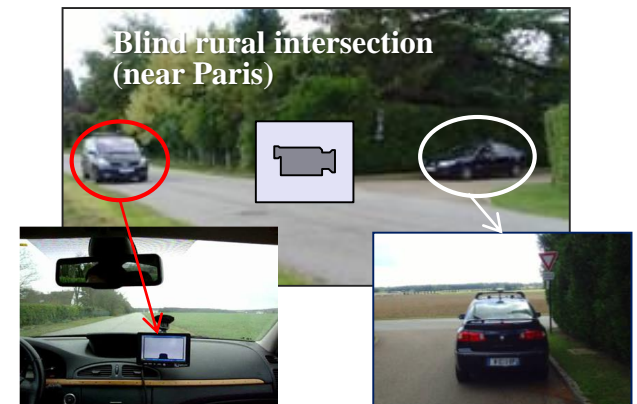
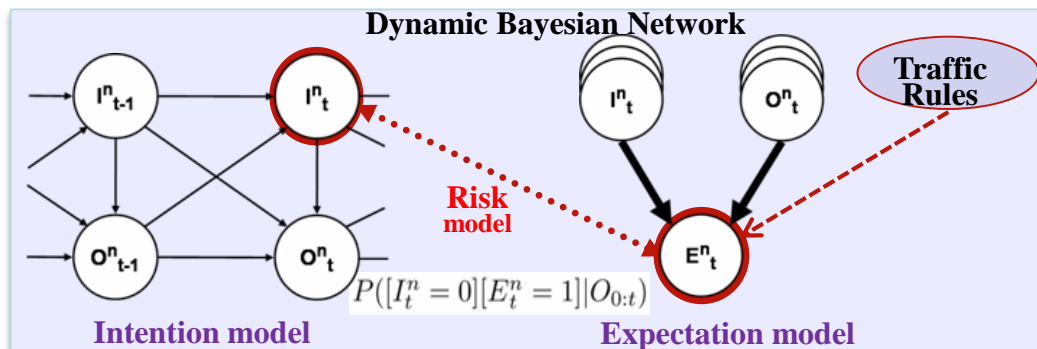
✓ Estimating “Drivers Intentions” from Vehicles States Observations ($X \ Y \ \theta \ S \ TS$) => Perception or V2V

✓ Inferring “Behaviors Expectations” from Drivers Intentions & Traffic rules

✓ **Risk** = Comparing Maneuvers *Intention & Expectation*

=> Taking **traffic context** into account (Topology, Geometry, Priority rules, Vehicles states)

=> **Digital map** obtained using “Open Street Map”



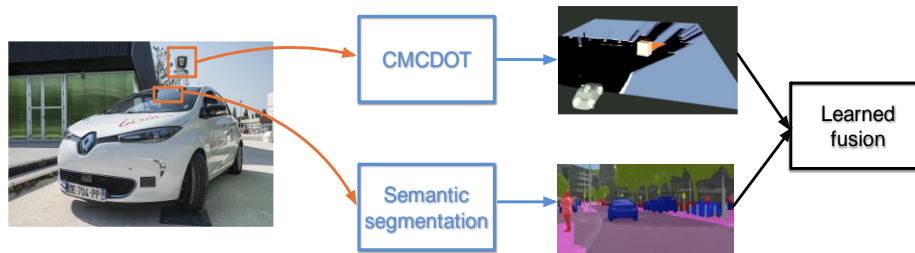
Current & Future work

□ New models/algos for integration in various platforms & dynamics

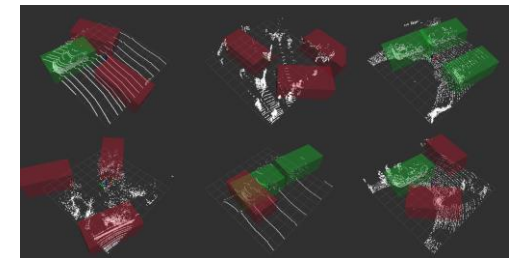


Integration within the Control Units of EasyMile EZ10 shuttle & Iveco bus & Renault Zoe

□ News approaches & models for constructing “semantic grids” using CNN

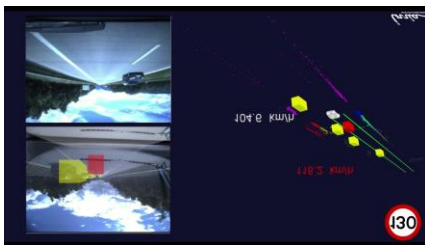


Fusing CMCDOT output (OG) with semantic output from RGB cameras (coop Toyota)
=> *Patent application & Publications (IROS 2018 & ICARCV 2018)*

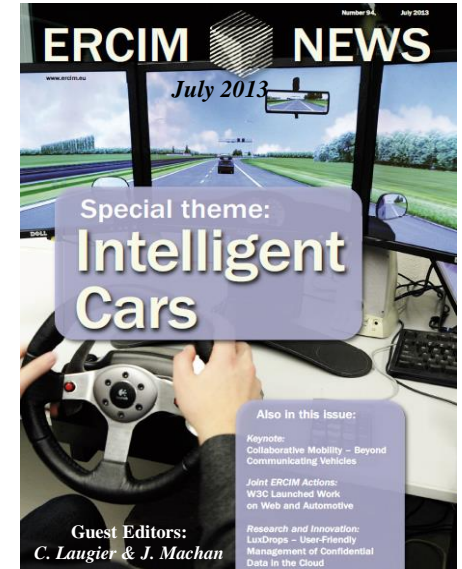
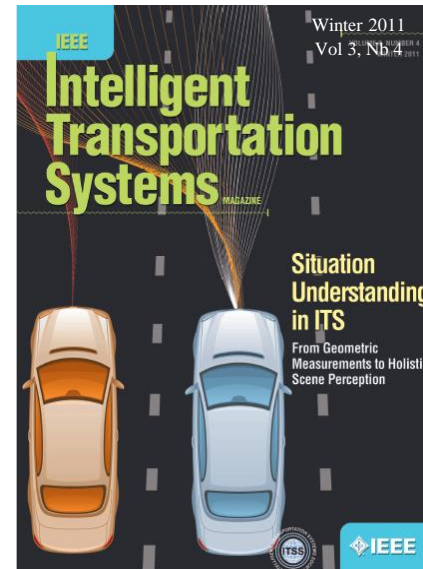
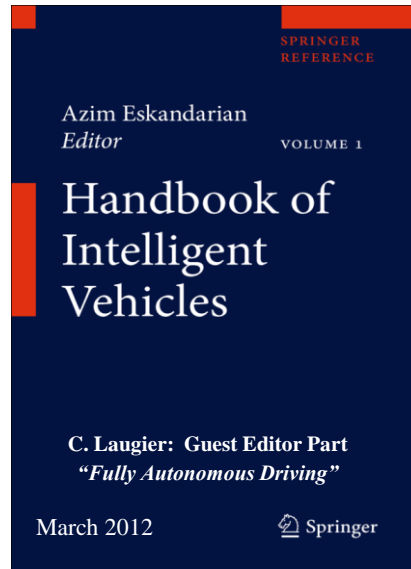


Semantic segmentation in a 3D point cloud
=> *Master Thesis*

□ Learning & Predicting driving Behaviors for Autonomous Driving



- Driver behavior modeling using Inverse Reinforcement Learning
 - Combining Model-based prediction with Dynamic evidence to estimate lane change intentions
- => *2 Patents application & publications (ITSC 2016, ICRA 2017, ICRA 2018)*



Thank You  Any questions ?

